Options for Everyone

Racial Ability Bonuses

Illustration by Steve Argyle

Player's Handbook® 3 introduced a new option for player character races. Instead of receiving a +2 bonus to two ability scores, each race was given one constant ability bonus and a choice between two alternatives for the second bonus. That approach has been standard in all books published since then.

Most of the races from previous books were updated in *Heroes of the Fallen Lands*™ and *Heroes of the Forgotten Kingdoms*™, leaving just a handful untouched—until now.

This article extends the option to the remaining six player character races. Now all characters can adopt those racial archetypes that are thematically fitting but which previously were less attractive choices.

Deva

For millennia, servants of the gods of good bound themselves to mortal forms so that they could directly battle the forces of darkness upon the world. Those remaining in the Astral Sea watched their fellows' progress with pride and gratitude, mixed with a growing concern. The devas' efforts against the followers of evil were noble and brave, but uncoordinated and often impulsive. Worse, the devas had trouble recruiting mortal allies to fight alongside

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them. A call reverberated through the Plane Above, summoning great leaders and evangelists to abandon their well-earned rests and cloak themselves in flesh once more. So it was that new devas began appearing in the world, dedicated to bringing light against darkness, gathering mortals to their righteous banners, and guiding their hosts to victory.

Genasi

Genasi have the wild souls of elemental beings, and their essentially supernatural nature is part of all that they do. Just as their souls manifest elemental power in different ways, genasi are varied beings. Almost all have keen minds, but their bodies show the effect of their heritage in different ways. Some are physically powerful like a storm, while others possess a capacity to endure like stone.

Goliath

These mountain-bred nomads forge powerful ties to the primal world during their alpine wanderings. The influence of their unforgiving environment is obvious in their culture, which emphasizes honesty, boldness, and reverence for nature. Goliaths learn from an early age to draw strength from the mountains that nurture them. Although most pursue the straightforward life of a warrior, their powerful links to the primal world also urge them toward the paths of the warden, the seeker, the shaman, and the druid.

Kalashtar

Those who know the kalashtar understand the conflict that roils beneath their serene exteriors. For a kalashtar, every hour is a struggle against the dark madness that lurks beyond the perimeter of sanity's light. But the madness that threatens also contains secrets of the mind and of the arcane world. With their characteristic introspection and deliberateness of purpose, some kalashtar probe that darkness to fuel their studies into magic and psionics.

Shadar-kai

The goal of many shadar-kai is to be remembered in glory when life reaches its inevitable end. They test their own limits and then strive to push beyond them, to achieve the only immortality that matters: being counted among those heroes who are remembered in legend. To achieve that end, shadar-kai are willing to take extreme risks, to gamble everything on one throw of the dice. Some, however, take a longer view of life. They see the road to glory as a long and rugged slope rather than as a looming precipice. To them, the inward-directed life of the monk and the psion hold a special attraction. A select few, upon tasting the richness of life beyond the Shadowfell, lose themselves in the vibrance of the primal world. Like all shadar-kai, they will always be strangers to true joy, yet this sense of wonder sets them apart from their kin.

Warforged

Most warforged designs, being intended for close combat, emphasized physical power and durability. The armorers and artificers of House Cannith, however, experimented with many different warforged patterns during the Last War, and smaller numbers of warforged were built for very different purposes. Some of the last warforged designs to emerge from the creation forges were given superior mental ability in order to quickly master various forms of arcane magic. House Cannith hoped to sell these warforged battlemages for a premium price, but the end of the Last War put a stop to the production of these new, more intelligent warforged along with their more workmanlike fellows. Examples of these late-model designs tend to be slimmer and more graceful in appearance, and often wear a striking black, gold, or silver finish. They are extremely logical, as one might expect of thinking machines, with near-perfect memory and an insatiable hunger for knowledge and learning. They often pursue careers as wizards or artificers.

ABILITY SCORE BONUSES

Race	Fixed Bonus	Either/Or
Changeling	Cha	Dex/Int
Deva	Wis	Int/Cha
Dragonborn	Cha	Str/Con
Drow	Dex	Wis/Cha
Dwarf	Con	Str/Wis
Eladrin	Int	Dex/Cha
Elf	Dex	Int/Wis
Genasi	Int	Str/Con
Githzerai	Wis	Dex/Int
Gnome	Int	Dex/Cha
Goliath	Str	Con/Wis
Half-Elf	Con	Wis/Cha
Halfling	Dex	Con/Cha
Half-Orc	Dex	Str/Con
Human	any	none
Kalashtar	Cha	Int/Wis
Minotaur	Str	Con/Wis
Mul	Con	Str/Wis
Revenant	Dex	Cha/Con
Shadar-kai	Dex	Int/Wis
Shardmind	Int	Wis/Cha
Shifter	Wis	Str/Dex*
Thri-kreen	Dex	Str/Wis
Tiefling	Cha	Con/Int
Warforged	Con	Str/Int
Wilden	Wis	Dex/Con

*Determined by choice of longtooth or razorclaw

Head of the Class

BY SHELLY MAZZANOBLE
Illustration by William O'Conner

By now you've all probably seen the episode of NBC's *Community* about the *most epic* Dungeons & Dragons® *game ever.* If you haven't seen it, you've probably read all about it. News sites, bloggers, even the pop culture rags I frequent were all ablaze previewing, then recapping the episode.

The verdict?

One of *Community's* finest episodes and one of the greatest depictions of D&D *ever.*

Phew. What a relief! When the D&D Brand team was contacted months ago by the producers, we were excited yet dubious. *Community* is a huge television show, which happens to kick off NBC's hugest night of television. It also is a critical darling. No doubt this would generate great awareness for the brand.

But we were skeptical, as always when we give our blessing to let D&D go out and play with strangers. That's our baby! I imagine my mom felt the same way when she let me go off with my new sixth-grade friends, Kim and Alisa, to Friendly's for Reece's Pieces sundaes. (I smoked my first cigarette in Friendly's ladies' room and swiped a pocketful of straws from the ice cream counter, which I later capitalized on when the spitball craze hit West Middle. I guess Mom was right to be worried.)

Sure, we always see scripts in advance, as we did with *Community*. I begged my boss to act it out with me (I soooooo want to be Shirley Bennett), but she thought we could find a better use for our time. Whatever. Some people apparently didn't appreciate my *Ode to the Real Housewives of Orange County*. Philistines.

The script looked good on paper—no horrible, antiquated stereotypes, no perpetuation of ancient myths, not one mention of Doritos. But still . . . what if the writers changed a line at the last minute? What if one of the actors improvised? Worse, what if *Community's* community just didn't get D&D's community?

Let's be honest, making fun of D&D is like Kimbo Slice picking on the kids who stereotypically play it. OK, some of the stuff is funny ("*I attack the darkness*" in particular), but for the most part—*snooze*. Aren't we over that garbage yet? Haven't we proved that people who play D&D also own homes, have pets, take vacations with their families, live aboveground, and so on? With the exception of maybe having higher-than-average intelligence and being better looking in general, D&D players are just like everyone else.

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Thankfully, the Brand team's apprehension was put to rest, thanks largely to series creator Dan Harmon's own D&D background. He's clearly not one of those stereotypes the media likes to promote, and the writers knew better than to trot out 30-something-year-old typecasts for a few laughs. Instead, we got a charming, endearing, well-represented game of D&D. Here are a few things I thought they showed exceptionally well.

Joining the Cause: The "friends" are a study group at a community college in Greendale, Colorado. Believing that a fellow student named Neil was suffering from major depression (because people keep calling him things like Fat Neil—heartbreaking!), they decided to cheer him up by staging a dice-rolling intervention. The fact that the group cares so much about their friend's well-being outweighed the fact that the majority of them knew nothing about D&D and, most likely, never wanted to. This is exactly the stuff a great D&D party is made of. Sign me up.

Fighting the Villain: Every good D&D game has a villain, and every good D&D group collectively goes after him or her. In this case, the villain wasn't the dragon. It was Pierce the Insensitive, another student who is bullying and mean and hard to like even if he is played by Clark Griswold. Pierce takes great pleasure in belittling and terrorizing Neil, which makes it easy for the players to take their eyes off the dragon and refocus their anger on the real enemy. Is anything better than joining forces to take down a common evil? You see this at sporting events, where a bunch of strangers bond for a few hours merely because they're wearing same-colored shirts and face paint. It's what brought my best friend Cindy and I together in fourth grade—our mutual hatred for Stacy Kendrick and her stupid "baby twin siblings." Umm, Stacy, you had nothing to do with their existence, unless you count the fact that your parents knew they could do better, so they tried again. (Oh *snap*! Why didn't I think of that cut-down in fourth grade? I need to find her on Facebook.)

Pierce was a jerk, just like any number of D&D villains my groups have faced. There were those responsible for the death of a party member, those who sent us on wild goose chases, those who managed to keep us at bay—bruised, beaten, and bloodied until that final encounter when we were down to a handful of at-wills and some crossbow bolts. (Those were the times I would try to use my daily power a second time, and New DM would totally call me out. Talk about villains!)

Yes, it feels good to achieve great victory unassisted, but there's something even sweeter about accomplishing a goal as a group. Maybe it's the camaraderie. Maybe it's leaning on one another. Or maybe it's because you look foolish trying to high-five yourself.

Getting Into Character: I remember my first time. I was so nervous! There was nothing smooth or confident about my performance. Not at all like you see in the movies or read about in your handbooks. Yep, roleplaying is so . . . awkward.

Don't call on me, don't call on me, don't call on me I prayed, sitting on my sweaty palms and trying to think of ways to get the group into combat ASAP. What do I say? Should I change my voice? Will I say the wrong thing and get us all killed? My first experience with roleplaying was with Astrid, my prissy elf sorceress, and it happened about fourteen minutes into my first game of D&D. The party was at an outdoor mall in Sharn, shopping for adventuring gear (that part I could roleplay) when Teddy, our DM, asked us to make a Perception check.

Astrid was the only one who rolled high enough to see the suspicious activity on the other side of the promenade.

"You see one man throw another man over the railing."

"Oh."

"What do you want to do?" Teddy asked.

"Do?" I asked. "Oh, you know, just keeping playing, I guess. I don't have any meetings until later."

"Correction," he said. "What does Astrid want to do?"

"She doesn't have any meetings, either," I said, looking around at my fellow party members for some guidance. Why was he asking me this stuff? He invited me here!

"Does Astrid want to say something?" Teddy prodded.

"I don't know," I said. "What do you guys think?"

"They don't think anything," Teddy said, "because they didn't see anything. Only you did."

I found this odd, to say the least. I mean, they clearly heard him tell me that it looks like a man just threw another man over a railing. In broad daylight, no less! I pointed this out to Teddy, but he wasn't getting it.

"They didn't see anything, and they sure didn't hear me tell you anything. You're the only one who noticed this. What are you going to do?"

I didn't know. Was this a big deal? Should I tell the group? Do people throw people over railings a lot in

D&D? It seemed kind of weird to me, but would it be weird to Astrid and her friends? I took a chance.

"Uh, guys," I said. "Astrid thinks she just saw some guy throw another guy over the railing."

There. Was that so hard? Not in third person. I wasn't nearly ready for first.

On *Community*, the befuddlement on the new players' faces was as transparent as a gelatinous cube. *You want us to describe how we're walking?*

By the middle of the encounter, they proved you don't need to know any of the rules to have fun. Awkwardness and trepidation gave way to enthusiasm and motivation. The group was cheering much as my lunchtime group and I did when we brought down a band of grasping zombies. They got all *oh no you didn't* when Pierce stole Neil's character's prized sword and . . . well, does something incredibly inappropriate with it. I haven't seen such mama bear anger since Tara Wendle allegedly crank-called my house in fifth grade at dinnertime and made Judy so livid she pulled Tara out of class the next day and told her if she ever called me again she'd . . . well, do something incredibly inappropriate with Tara's phone. *Do not* call my house during dinnertime.

Once a Party, Always a Party: People find themselves at the game table for all sorts of reasons. Maybe your older brother was short a bard, perhaps you wanted to cheer up a friend, or maybe someone plied you with several pitchers of rum runners and took advantage of your inability to control your inhibitions by forcing an encounter on you. (What? They liked it.)

While the gang from *Community* may return to the table only as a study group, they will be a changed study group, in the same way that the co-workers I play D&D with aren't just my co-workers—they've become my friends. You can't gallivant around Athas with people whose lives you wouldn't want to save in real life. It's dangerous out there! And you can't just walk out of your D&D game and into a meeting without feeling a touch indebted to the guy who continually agrees to take double-digit damage for you. (Thanks, Chuck!)

Out of the seven people in my first D&D group, just two of us still work at Wizards. Yes, I've loved and lost a lot of co-workers. Jobs change, people move on, and sadly, I've lost touch with quite a few—but not that group. No way. We'll always have our time in Sharn, that side-splitting "Shamu wears a yarmulke" joke, and our distrust for NPCs. Even Obnoxious Tenoctris and I are friends . . . on Facebook at least.

Joining the Community: How aptly named this show is, as the D&D community is one of the key elements to the game. Where else are you going to find such a rabid, passionate, vocal, knowledgeable, protective group of people on one message board? (Well, besides TheKnot.com. Holy moly, women on the verge of matrimony sure do have opinions about guestbooks and the proper way to word an invitation.)

When else would you sit down with a group of strangers and *magic missile* the bejeebus out of anyone who got in their way? I'd gladly risk an opportunity attack to rush a *potion of healing* to a fallen hero. That's how D&D's community rolls—on the playmat and off.

I'd say *Community* passed with flying colors. The show gets extra credit for introducing Dungeons & Dragons to a mainstream audience that may have believed D&D is something played in basements under the dim glow of lamps draped with fringe scarves, by boys who like to speak with accents and fantasize about rescuing fair elven maidens with few inhibitions.

But here's how I know the episode really worked. I got a barrage of emails the next day from my non-D&D playing friends telling me how funny and endearing the episode was.

"That's how you play D&D?" one asked. "It didn't look boring!"

"Duh," I said. "You didn't know that?"

Another said she *might* want to play sometime, but she "will not play the character who has to paint their face.

"That stuff clogs your pores something fierce," she said.

Hey, if that's the worst stereotype a new player has about D&D, I'd say we've definitely graduated.

About the Author

Shelly Mazzanoble may not have the script for *Community*, but she does know every line of *Mommie Dearest* and will happily perform it as a one-woman show if anyone is interested.

Power Play: Arcane

Familiars of Athas

By Tim Eagon
Illustrations by Rob Rey and Wayne England

On Athas, legends describe familiars as malevolent spirits and harbingers of misfortune and death because of their association with arcane magic. Thus, prudent arcane spellcasters prefer familiars that emulate the appearance and behavior of small, commonly domesticated animals, since overtly supernatural ones, such as extraplanar creatures and constructs, draw unwanted attention to themselves and are potentially dangerous to possess. Only templars and well-connected defilers dare flaunt their arcane power in this manner, and even then, they are circumspect about revealing their familiar's existence (though in Nibenay, high-ranking templars covet familiars as status symbols). Since most people rarely encounter arcane magic, however, few would recognize a familiar for what it was even if they saw one.

This article presents a few familiars that are common on Athas. Due to the prevalence of psionics in the Dark Sun® setting, some familiars also have a psionic element (see the "Psionic Familiars" sidebar).

PSIONIC FAMILIARS

The pervasiveness of psionics on Athas extends to familiars, and many have innate psionic abilities. Using the bond that exists between master and familiar, a spellcaster also trained in the Way can channel a portion of his or her own personal potential, represented as power points, into a familiar, augmenting its capabilities.

Although the familiars in this article are available to any arcane spellcaster, only characters who have the Psionic Augmentation class feature can enhance abilities by using power points. If a familiar has an augmentable active benefit, the word "Augment" and the associated power point cost appears in the "Active Benefits" section. Unless otherwise noted, you can spend the indicated power points to use the augmentation as a free action at any time while the familiar is in active mode, and the augmentation does not supersede the standard benefit.

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Critic Lizard

Most Athasians view these colorful reptiles as a sign of good fortune and welcome them into their homes. Critic lizards have a rudimentary precognitive ability that enables them to sense approaching danger, which they use to warn those that regularly feed them. Despite repeated attempts at domestication, critic lizards remain stubbornly feral and demonstrate a nasty independent streak; one refuses to help its owner if it is ever confined, mistreated, or underfed.

Critic Lizard — **Familiar**

These irritable, multicolored, spiny-backed lizards are renowned for their ability to perceive danger before it strikes.

Senses low-light vision
Speed 6, climb 3

Constant Benefits

- ✦ You gain a +2 bonus to Insight checks and Perception checks.
- ✦ You gain a +1 bonus to initiative checks.

Active Benefits

Danger Sense: Being surprised doesn't cause you to grant combat advantage.

Augment 1: When you are surprised, you can spend 1 power point to take a move action or a minor action during the surprise round.

Quirks

- ✦ The lizard expects to be rewarded with food after every fight.
- ✦ It is jumpy and paranoid.

Floating Polyp

Floating polyps are the immature offspring of the jellyfish-like mantles that drift upon the coastal air currents near the Sea of Silt. Their mysterious ability to fly has intrigued sages for centuries, and enterprising scholars frequently attempt to capture one or more of them for further study. So far, no one has discovered how that ability works, and most attempts to do so have ended in disaster.

Floating Polyp — **Familiar**

This creature resembles a translucent jellyfish floating lazily through the air.

Senses blind, blindsight 5
Speed fly 6 (hover; altitude limit 3)

Constant Benefits

- ✦ You gain a +2 bonus to Athletics checks made to jump.
- ✦ You can make an Acrobatics check to reduce the damage you take from falling even if you are not trained in that skill.

Active Benefits

Shared Buoyancy: When you jump, you are considered to have a running start.

Sudden Combustion: If the floating polyp takes fire or lightning damage, it is destroyed and explodes in a close burst 1. Creatures in the burst take 5 fire damage and are pushed 1 square.

Quirks

- ✦ The polyp becomes agitated near open flames.
- ✦ When it shares your space, you feel physically lighter.

Hurrum

Hurrums are flightless beetles that constantly produce a captivating droning sound, which is a byproduct of their attempts to cool themselves by rapidly beating their vestigial wings. (If a hurrum is exposed to direct sunlight, it can overheat and die.) Listening to a hurrum's music is a relaxing experience that can render listeners docile and amenable. As a result, wily merchants use caged hurrums to gain an edge during business negotiations.

Hurrum — **Familiar**

This colorful, speckled beetle is highly sought after for its ability to generate a soothing melody by vibrating its tiny wings.

Speed 4

Constant Benefits

- ✦ Rather than sleep, you enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits others gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings, and you notice approaching enemies and other events as normal.
- ✦ At the end of a short rest, you regain 1 additional hit point each time you spend a healing surge.

Active Benefits

Overheat: If the hurrum ends your turn exposed to direct sunlight, it is destroyed.

Pacifying Drone: While within 5 squares of the hurrum, any enemy takes a -2 penalty to Insight checks and Perception checks.

Augment 1: Once per encounter as a free action during your turn, you can spend 1 power point to slow an enemy within 5 squares of the hurrum until the end of your next turn.

Quirks

- ✦ The hurrum imitates songs you are thinking about.
- ✦ It shies away from bright light.

Jank

These sleek, nocturnal burrowing mammals are social creatures that live in large, underground colonies in the desert. Some might consider them an ideal source of food and clothing for desert tribes, but most regard these creatures as being too ornery to hunt (except for foolhardy trappers who occasionally ensnare a few). However, successful trappers must make sure to build their nearby shelters over solid stone, lest a colony of vengeful janks burrow into it from below and kill them as they sleep.

Jank — **Familiar**

The soft, golden pelts of these ferretlike mammals fetch a high price, but their poisonous spurs make them dangerous to trap.

Senses low-light vision

Speed 6, burrow 3 (loose earth only), climb 3

Constant Benefits

- ✦ You gain a +2 bonus to Nature checks.
- ✦ You gain low-light vision.

Active Benefits

Expert Forager: During an extended rest, the jank can locate a quantity of food and water that is equivalent to one survival day.

Poisonous Spur: Once per encounter as a minor action, you can apply the jank's poison to a weapon you are carrying. The next creature hit with that weapon before the end of the encounter takes 3 extra poison damage.

Level 11: 6 extra poison damage.

Level 21: 9 extra poison damage.

Quirks

- ✦ The jank stuffs its mouth pouches full of food.
- ✦ It rummages through your belongings and plays with small objects.

Kes'trekel

Flocks of these territorial scavengers wheeling overhead are a common sight on Athas, where death is ubiquitous. Despite their cowardly nature, the keen senses of kes'trekels make them excellent watch animals. In fact, some tribes in the Ringing Mountains ritually devour the eyes of dead kes'trekels, believing that doing so can enhance their own senses. Prospective owners must raise them from hatchlings, since wild kes'trekels are impossible to domesticate. Necromancers and those interested in the power of the Gray seek them out, as do tieflings, who regard them as symbols of the dark pacts struck by their ancestors.

Kes'trekel — **Familiar**

These grotesque carrion birds have a strong affinity with death.

Speed 2, fly 6

Constant Benefits

- ✦ You gain a +2 bonus to Intimidate checks and Perception checks.
- ✦ You gain a +1 bonus to damage rolls against bloodied creatures.

Level 11: +2 bonus.

Level 21: +4 bonus.

Active Benefits

Horrific Aversion: Once per encounter as a minor action, the kes'trekel can push one creature adjacent to it 1 square.

Augment 1: As above, except that the kes'trekel can push all creatures adjacent to it.

Quirks

- ✦ The kes'trekel pecks at the corpses of slain enemies.
- ✦ It squawks hungrily at bloodied allies.

Kivit

These felines are slightly larger than an average housecat and live on the edges of civilization, where they prey on vermin attracted to growing crops. Kivits excrete a mild toxin from glands in their cheeks, which spreads through their fur as they groom themselves. This poison makes them unappealing to predators, but it is not fatal to humans. Druids sometimes extract poison from living kivits so that farmers can use it as a natural pesticide.

Kivit — **Familiar**

This aloof, gray-furred feline secretes a venomous musk that makes it unappetizing to predators.

Senses low-light vision

Speed 7

Constant Benefits

- ✦ You gain a +2 bonus to Perception checks.
- ✦ You gain a +2 bonus to all defenses against opportunity attacks.

Active Benefits

Poisonous Deterrent: Once per encounter, when a creature hits you or the kivit with a melee attack, you can deal 5 poison damage to the attacker as an opportunity action.

Level 11: 10 poison damage.

Level 21: 15 poison damage.

Quirks

- ✦ The kivit emits a foul-smelling musk when upset.
- ✦ It hates being inside.

Sitak

The sitak is a psionic cousin of the parrot and the cockatoo. It inhabits all the jungles of Athas, and is especially common in the Forest Ridge and the Crescent Forest. These gregarious birds make excellent pets for those wealthy enough to afford one; they imitate sounds like their mundane kin, though they chatter telepathically instead of audibly. Nibenese hunters prize their colorful plumage and hunt them for their feathers, and their counterparts in Gulg value them as pets and believe that slaying a sitak brings bad luck.

Sitak — **Familiar**

This gregarious, brightly colored, parrotlike bird is as intelligent as it is attractive.

Senses low-light vision
Speed 2, fly 5

Constant Benefits

- ✦ You gain a +2 bonus to Bluff checks and Diplomacy checks.
- ✦ You can read and speak one additional language of your choice.

Active Benefits

Telepathic Mimicry: A sitak can telepathically communicate with other creatures that share a language with you and that are within 10 squares of it. When it communicates, you hear everything it transmits and hear everything spoken to it. You can dictate its answers if you choose. You do not need line of effect or line of sight to the sitak to use this benefit.

Quirks

- ✦ The sitak telepathically requests food.
- ✦ It pulls out its feathers if it is regularly deprived of conversation.

Wrab

This flying serpent lurks in the gloomy ruins and dim forests of Athas, seeking out warm-blooded prey with its empathic powers. Wrabs are especially prevalent near Tyr, and when the factions of Tyr meet, they employ specially trained wrabs as a means of controlling debate. Trained wrabs can sense which speaker is currently commanding the attention of the assembly and then coil around that person's outstretched hand in recognition. As the audience's interest begins to wane, the wrab seeks out a new perch from among the other speakers, and control of the session then passes to that person.

Wrab — **Familiar**

These reclusive, black-scaled, winged serpents use their empathic sense to hunt for food and to read the mental states of nearby creatures.

Senses blindsight 5
Speed 2, fly 6

Constant Benefits

- ✦ You gain a +2 bonus to Diplomacy checks and Insight checks.

Active Benefits

Empathic Guidance: Once per round, when you make an Insight check and dislike the result, you can reroll the skill check. You must use the second roll.

Augment 1: As above, except that you can use either the second die roll or a result of 10.

Vampiric Vitality: Once per encounter, if the wrab starts your turn adjacent to a bloodied creature, you gain 4 temporary hit points.

Level 11: 8 temporary hit points.

Level 21: 12 temporary hit points.

Quirks

- ✦ The wrab licks the blood from your weapons after a fight.
- ✦ It coils around your hand when you make a Diplomacy check or a Bluff check.

Z'tal

Z'tals are small, bipedal lizards that live in large herds called leaps. They are among the dumbest and most timid creatures on Athas, and they stampede when panicked. They can disorient predators by generating an ear-splitting scream, which also presages a z'tal stampede. Many people raise these fecund little reptiles for food, and their sharp scales make superb, albeit brittle, cutting implements. Dray, elves, and arcane spellcasters who pride themselves on their physical prowess favor these familiars.

Z'tal — **Familiar**

This lizard chirps nervously as it hops around, and its sharp, feathered scales gleam in the light.

Senses low-light vision
Speed 6 (10 when running)

Constant Benefits

- ✦ You gain a +2 bonus to Athletics checks made to jump.
- ✦ You gain a +2 bonus to speed when running or charging.

Active Benefits

Piercing Scream: Once per encounter as a minor action, the z'tal can unleash a piercing scream in a close blast 3. Any creature in the blast is deafened and cannot make opportunity attacks until the start of its next turn.

Quirks

- ✦ The z'tal chirps alarmingly when someone strays too far from the group.
- ✦ It runs headfirst into your leg when angered.

FAMILIARS FROM OTHER SOURCES

The familiars listed here appear in *Arcane Power* and *Dragon* magazine and are suitable for use in a Dark Sun® campaign. If you want your character to have a familiar that does not appear on this list, discuss it with your DM and see if you can better adapt the familiar you want to the setting. For example, you could modify an octopus familiar to be a miniature silt horror, or perhaps a crafter homunculus is a relic from the Green Age. You can find more detail on any of these familiars in the *D&D Compendium*.

Air mephit
Bantam fastieth
Bat
Book imp
Bound demon
Cat
Chaos shard
Disembodied hand
Dragonling
Earth mephit
Fire lizard
Fire mephit
Gibbering pet
Least air elemental
Least earth elemental
Lightning lizard
Marmoset
Parrot
Rakshasa claw
Rat
Serpent
Shadow incarnate
Skull
Specter
Spider
Stone fowl
Toad

About the Author
Tim Eagon previously wrote "Oasis of the Golden Peacock" and "Winning Races: Eladrin, Beyond the Spiral Tower." He points out that this article contains no fey.

Faith & Heresy

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In a world where divine magic is real—witnessed in the ghostly light of a *righteous brand* or felt in the restorative power of *healing word*—faith takes on new meaning. No one disputes that divine prayers are granted or that higher powers exist. The more profound question concerns the nature of that divinity. Are deities the rightful masters of the universe, or mere pretenders to apocryphal power? To the laity and most of the population, they are the former, even if judicious prayers to multiple gods suggest none are viewed as omnipotent. To nonbelievers, the "gods" must be the latter: mighty immortals who presume to lord over creation with selfish ideals, bent on shaping the world according to their whims. They might be worthy of acknowledgment, but not of lifelong servitude.

Clerics stand apart from these multitudes. They are champions of a particular faith or creed, focused on the cause that their deity or pantheon represents. Gods seldom intervene directly in the mortal world because they cannot or they care not. Clerics are instruments of their deities—speaking, acting, and fighting as mortal emissaries of their divine patrons.

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The power to wield divine magic is assumed to come with commensurate responsibility. Clerics vow to serve their gods and to hold high the ideals that those gods represent. During the ordination of a new cleric, his or her conviction and knowledge are examined and, depending on the religion, challenged by senior clerics. Still, possessing the powers of a cleric and living the life expected of one do not always go hand in hand. If the new cleric succeeds in besting all training challenges, he or she comes to wield divine power regardless of whether the precepts of the faith are truly accepted or dutifully obeyed.

This article focuses on the cleric when discussing faith and disobedience. The message applies as easily to other classes that command divine power, such as avengers, paladins, and invokers. A paladin might face the same doubts. Even an invoker—an avatar of a god—could misuse his or her power.

RADIANCE: WHOSE SIDE IS IT ON?

Divine powers regularly bear the radiant keyword, but what exactly is radiance in the world of D&D? The *Player's Handbook* and the *Rules Compendium* summarize radiant damage as "searing white light or shimmering colors." Radiance is often drawn from the dominions of the gods or from the Astral Sea. Outside of the divine classes, powers that deal radiant damage are uncommon.

With all this talk of light, why would the cleric of an evil god use powers that have the radiant keyword? Aren't evil gods associated with darkness? Not necessarily. Ancient cultures are filled with mythologies in which fire or the sun is considered as cruel as it is life-giving. In Aztec mythology, the sun god of war Huitzilopochtli killed many of his siblings and demanded blood sacrifice. A campaign could readily include a similar tyrannical god of the sun. In some lands, Asmodeus, evil god of domination, might be feared as a vengeful, feather-crowned god of wind and weather. The destructive prayers of his evil servants could unleash blazing, hellish energy.

Radiance implies brightness, but it need not resemble sunlight. A cleric who serves the Raven Queen might channel radiant energy that shines like starlight or moonlight. It might even coalesce in a burst of shadow. Remember that the flavor text of a power is malleable. It is up to you and your DM to describe the effect. As suggested by the article "Reflavoring Powers" (*Dragon* 394), your cleric's *lance of faith* could manifest far differently from the one described in the *Player's Handbook*.

Set aside the clichés of light versus darkness. In the D&D cosmology, evil gods have an accepted place in the universe. They must contend with devils (would-be usurpers), demons (agents of entropy), and other creatures opposed to their authority. Some of these foes and many undead creatures—whose unnaturally animate states are considered blasphemous by most religious orders—are vulnerable to radiant damage. A sinister, black-robed warpriest of Asmodeus has just cause to blast enemies who refuse to yield. Depending on the opponent, he or she might best do so by dispensing radiant damage.

What Is Divine Power?

Divine power is as ancient as the gods. It fueled their victorious fight against the primordials during the Dawn War. Most beings (even nonbelievers) respect divine power. As a cleric, you use divine magic to shape divine power into worldly effects. Your responsibility is great.

Divine power arises from the gods, but the ability to wield divine magic is granted by the rituals of their mortal intermediaries. Once granted, that ability is difficult to take away.

A church grants the ability to cast divine magic in the expectation that it will be used in accordance with the deity's principles and the church's rules. Like any force, divine power can be colored by personality, emotion, rapture, or anguish, and it can be used wrongly to serve pride, prejudice, or ambition.

How and why someone dispenses the power of the gods are questions that, ultimately, each cleric must answer alone. Inevitably, some clerics arrive at answers that are at odds with the tenets of their church, or find no answers at all. Some of these simply abandon their previous convictions and walk away from the clerical life; they become apostates. Others turn to a different church or deity that provides answers they can commit to without reservation; they become converts. And a few begin spreading their own, unique reinterpretation of their deity's tenets in a way that conflicts with accepted church doctrine; they become heretics.

Portions of this article address all three situations, directly or indirectly.

The Road to Heresy

To deities, truth is apparent; it stands out in stark black and white. They hold to their celestial world view with absolute steadfastness and immortal patience.

Clerics, however, are mortal. They are imperfect. They do not possess the gods' unqualified certainty or eternal outlook. Natural human uncertainty can lead a cleric from simple questions to mistrusting the gods' authority to questioning the gods' existence.

Such doubt is not an ever-present struggle. More than anyone else, clerics see the power of their deities demonstrated every day. But also more than anyone else, they confront abundant events and ideas that challenge their precepts in fundamental ways. Faced with that conflict, the most pious of clerics can stumble from the righteous path.

Religious doubt, indecision, and hesitation are tolerated in some faiths. Indeed, many religions view doubt as a necessary stepping stone toward stronger belief. Good-aligned clergies, such as those of Avandra and Pelor, can be patient while doubters rediscover their way, offering counsel as needed. (Depending on the religion, the priesthood might react benignly if it discovers that the doubting cleric is leaning toward a similarly aligned faith.) Lawful good faiths, such as those of Bahamut and Moradin, could hold to more rigid standards, requiring penance for minor transgressions. Unaligned clergies vary: Corellon's servants might be apathetic to venial infractions, while the theocracies of Erathis might require a period of probation as atonement. Some evil faiths, such as those of Asmodeus and Zehir, might offer a policy of clemency—of varying duration. Credos tending toward chaotic evil, such as those of Lolth and Grummsh, are notoriously unpredictable at best. The Demon Queen of Spiders might demand public scourging, a pound of choice flesh, or an act of contrition, such as the murder of an ally. Then again, the transgressor might gain higher standing through his or her actions, viewed as a "purer" source of Lolth's unknowable will.

When a cleric goes beyond doubt and willfully engages in public criticism of the religion or outright disobedience, the clergy's response is generally less philosophical. At that point, punishment supersedes penance. A cleric who openly flouts the common dogma of the faith or abuses his or her powers can draw accusations of heresy, a far more serious and potentially fatal offense. An obvious punishment strips the heretical cleric of access to divine power. Yet divine power features no convenient door on which one can change the locks and be done. Once a cleric is mantled with divine power, it cannot be stripped away easily. A clever, determined heretic can find alternative paths, such as conversion to another faith. To avoid such flaunting and humiliation, some faiths employ extreme measures against traitors of the cloth.

The Face of Heresy

If your cleric uses his or her powers in a way that is contrary to the faith's dogma, that's heresy. The same is true of preaching an ideology that varies from or contradicts the church's established doctrine while still claiming to represent that church.

For example, to followers of Pelor, the teachings of Bahamut are not heretical. Bahamut's followers are his own, and the demands he makes of them are of little concern to the faithful of Pelor.

Contrast that with a cleric who preaches that Pelor is not the god of sun and summer, as most people believe, but the god of firelight only; what is the sun, after all, but a ball of fire? Light that comes from any source other than fire is a perversion of Pelor's gift, and opposing views must be purged by flame. Those are heretical views, because they arise directly within Pelor's church yet contradict its standard teachings.

The following paragraphs present potential heresies associated with the good and unaligned gods of the core D&D setting. You can adopt any of these viewpoints for your heretical cleric. Alternatively, your DM can establish deviant sects beholden to these doctrines as adversaries of the characters. Remember that what one considers truth, others might view as heresy. Outlandish ideas are heretical only to the dominant temples of the faith. Who's to say which way is the right way?

Avandra: "Changes aren't permanent, but change must be. Avandra teaches that no paradigm should remain forever. Whether it is decree, dogma, or institution, it must be torn down and rebuilt. The world must remain malleable." This interpretation of Avandra's will holds that her servants must be militant agents of change—particularly when others think change is unnecessary. A goodly king, in time, has as much to fear from such clerics as a cruel tyrant who subjugates all in reach.

Bahamut: "The Platinum Dragon demands that justice be brought not only to those who commit evil but also to those whose evil has yet to manifest." This sect believes that Bahamut and Ioun, goddess of prophecy, are siblings of the same purpose. They hold that all evils have been foretold by Ioun and that Bahamut's punishment must be brought to the guilty regardless of whether the deeds have been committed yet. This variety of lawful good is decidedly more proactive, if not draconian.

Corellon: "How does society benefit if we find treasures from the past and fail to preserve them evermore? Corellon teaches us the means to do so." Some clerics feel that their faith's veneration of beauty is a worthy but incomplete aspiration. The people who appreciate the artistry of an ancient tome, a fine trapping, or a keen blade are vastly outnumbered by the ignorant masses and the forces of destruction. From these clerics' anxiety arose a sect determined to safeguard beauty forever, offering themselves as eternal guardians. This goal can be achieved only by crossing over into undeath.

Erathis: "All must understand that civilization is the only salvation." Establishing and enforcing the rule of law is essential, according to this sect. Yet in some clerics' eyes, forces of chaos lurk restlessly on the far side of the city walls. Those clerics take an overtly aggressive stance, promoting or leading forays into hamlets and tribal lands, demanding that the residents embrace the "protection" of the neighboring city. Any who resist are marked as enemies of civilization and must be slain.

Ioun: "Accumulate, preserve, and contain knowledge in all forms. Guard against improper use of these treasures by knowing that not all readers are equal and not all can be trusted." Some servants of Ioun, god of knowledge and prophecy, do not oppose the works of Vecna. Instead, they seek to unite the two faiths. Although knowledge should be shared among the chosen or worthy, it is not for everyone. Also, in ordering and filtering the world's lore, certain, unimportant history is naturally discarded. These clerics seek inroads within the cults of the Maimed Lord. Some seekers are converted to Vecna's fold; others wrest forbidden knowledge from his vaults.

Kord: "The power of the elements is Kord's to proclaim, the dregs of chaos his to command." A bold and outspoken few among Kord's faithful believe that their god is the rightful heir of the primordials' might. As such, the Lord of Battle is the dominant power of the Astral Sea. They take Kord's title as the storm lord to an extreme, holding that his influence extends to the depths of the Elemental Chaos. They consort with demons, believing that these "dregs of chaos" are natural slaves to Kord's will.

Melora: "Civilization is a lie perpetrated to disguise the corruption of the natural order toward decadence." Within the faith of Melora, an extreme sect is the mirror image of the heretical Erathis sect described above. These nomadic clerics believe that the world thrives when not subject to the artificial, transitory laws of civility. Any walled settlement, however small or well intentioned, is an ongoing threat to nature in that region. So obsessed are these clerics that they attack supporters and inhabitants of such settlements preemptively. They are not above forging sacrilegious alliances with aberrant enemies of oppressive law, including aboleths.

Moradin: "The true believer refuses to defend a home with a fork or carry a shield of rusty wire into battle." To some devotees of Moradin, the superior blacksmithing skills inspired by their god have been lost among the clergy. In this modern age, the weapons and armor made in Moradin's name are physically and spiritually unworthy. They are an offense to the god of dwarves. Instead, these clerics seek out artifacts of past ages and the divine smithing lore that they believe has been forgotten. Although similar objects made by laity might be acceptable in a pinch, zealots of this sect refuse to carry religious arms made in the current age, accepting only ancient relics or holy symbols crafted before a specific time. Some fanatics might sabotage or destroy modern foundries and temple forges.

Pelor: "If they defy the light, they shall be denied the light." How many times must the devoted show the light of compassion to those who refuse to stop revering darkness? For some ruthless clerics, enough is enough. They preach that the enemies of Pelor are no longer worthy of mercy and must be struck blind. Whether by mundane or magical means, they should be chastised and left to moan in the darkness.

Raven Queen: "Death is the natural end of life, but service to the Raven King unites the living and the dead." This cult worships Nerull, whom they call the Raven King. They hold that this deity was not slain by his mortal consort, the Raven Queen, but was instead transformed—he used her failed assassination attempt to usurp her power. Quite unlike the dogma of the Raven Queen, these heretics are purveyors of undeath. They are not necessarily evil and still oppose Orcus, prince of the undead (believing that undeath should not be the domain of a demon).

Sehanine: "At twilight, we see the perfect blending of light and shadow. It is the Lady's will to make the world perfect." Clerics of Sehanine prefer to stay in the ethical shadows, favoring neither the light of good nor the darkness of evil. Some of the faithful, however, take the Lady's preference for shadows literally. A small cult busily searches for rituals to merge the mortal world with the Shadowfell, in the belief that such a confluence will ensure an eternal twilight.

Roleplaying Defiance

If you choose to roleplay a cleric or a member of some other divine class who disobeys the tenets of the faith—or crosses the line into outright heresy—you could give rise to a subplot in your campaign. At first, the game or story should not be seriously impacted. Aside from your character's closest allies, few might notice the change of attitude or the contrasting behavior. In time, word of your character's actions could reach the ears of other members of the faith. Depending on your character's level and the severity of his or her offenses, the clergy might react with warnings, sanctions, or execution attempts. The more powerful your cleric becomes, the greater the challenges arrayed against you and your party. Initially, you face the inquisitors and assassins of the faith you betrayed. In time, divine agents might seek you out. Abiding among the beauteous and terrible locales of the Astral Sea, certain angels' sole purpose is to deal with heretics such as you. Faith-based threats could present ongoing challenges as retribution-seeking clerics, avengers, or laity of the faith arrive to confront both you and your allies.

A fine line exists between apostasy—merely walking away from a religion and eschewing divine power altogether—and sacrilege. Likewise, a vast difference separates failure to follow the tenets of a religion and verbal or physical action taken *against* the faith. One path could mark your cleric as lazy; the other brands him or her as a heretic. If heresy and defiance is a roleplaying angle you're interested in pursuing, discuss it with your DM in advance. It likely will have an enormous impact on the campaign.

The Price of Heresy

When an enemy or a hot-headed commoner slanders a faith's god, reasonable clerics react without surprise. They might call out these blasphemers as infidels or heathens, or perhaps ignore them entirely. If a member of the faith's own clergy—someone who has been trained, fed, clothed, and likely healed by fellow clerics—commits the same transgression, matters are far more serious. Many devotees perceive this betrayal as the worst kind: heresy. Clerics who commit heresy cross a line.

Punishment for heresy varies widely. Senior clerics of Pelor might demand that a heretic be imprisoned in absolute darkness or, for lesser offenses, sent on a short, solitary pilgrimage across a desert to become "reacquainted" with Pelor's warmth and strength. Sehanine's clergy could view a nonviolent act of heresy as a challenge—an opportunity for the wayward cleric to explore personal frontiers of knowledge and experience. Clerics of Vecna might opt to eradicate the risk of further offenses—speaking heresy is difficult when the heretic no longer has a tongue.

Among more tolerant faiths, an offending cleric could avoid retribution merely by ceasing to use divine powers. His or her name is stricken from temple records, but excommunication is primarily a formality on paper. If the cleric goes beyond "simple" blasphemy by using divine magic against the faith, however, more aggressive measures are required.

For the worst offenses, the punishing clergy could consider branding, exile, or death. Paladins, specially trained clerics, even angels might be called upon to silence a heretic permanently. Some faiths, particularly Pelor, Moradin, and the Raven Queen, have commanded avengers in their service to hunt down egregious heretics—those who have escalated their transgressions by bartering with demons, devils, or creatures of the Far Realm. Depending on the rank of the betrayer and the potential for publicity or embarrassment, retributive missions are loudly proclaimed or cloaked in secrecy. Some temples can perform obscure rituals that can track a heretic's activities or position, or call upon the retributive force of an angel.

Regardless of the exact punishment, most faiths consider it dangerous to allow a heretic to go unchecked. A priestess of Melora might use this analogy: When a wolf is infected with disease, the pack abandons it to die or kills it so that its sickness cannot spread to the rest. Likewise, corruption among the clergy can become an infectious stain. If one cleric turns from the righteous path, others might be inspired to do the same.

FOR THE DM: BALANCE OF POWER

In older editions of D&D, a cleric who fell out of favor—or whose god was slain—could lose the ability to cast spells. In the latest edition, no similar recourse exists when limiting a cleric's ability. DMs should be cautious in imposing on divine classes a disadvantage that other classes do not share. Creative DMs can devise numerous in-game means to challenge a hero cleric for disobedience and heresy. They should avoid taking anything from the cleric that couldn't similarly be withdrawn from a warlock or fighter.

Heresy As a Good Thing?

Although it might be the more common way to play, you need not take the role of a doubting cleric whose faith strays from the one true path. You could instead play a devotee invested with divine power through an evil faith—say, a god of malice and destruction—that has turned from that dark path and now uses his or her powers for good.

Let's assume your female half-orc once worshiped Gruumsh, the chaotic evil god of slaughter and destruction. Having forsaken her formerly villainous ways, your adventurer now uses her divine magic to oppose the willful havoc that the One-Eyed God represents. She fights fire with fire (sometimes literally), wielding destructive energy through prayers that she acquired from her ordination. Such a "straying" character can expect a colorful menagerie of orcs and destruction-themed enemies to come against her, seeking retribution. Alternatively, consider a cleric of Vecna. To your friends at the gaming table, your lawful good cleric has a sunny disposition and shows compassion for the oppressed. Consider their surprise when they learn that your cleric's deity is—was?—the Maimed God. Suddenly your character becomes much more interesting.

Religious defiance and heresy can be used to add flavor to the game, or it could be the basis for a subplot or main storyline for your campaign. Your cleric's willingness to deviate from standard religious practices could be his or her true vocation. Taken to an extreme, you could feign loyalty to one faith while serving the interests of another.

A false prophet might be a charlatan among clerics, but he or she is not a faithless one. You serve your own spiritual agenda, whether it belongs to your first faith, another to which you've shifted your allegiance, greater good, would your fellow clerics understand and forgive you? Would your god?

In the core D&D setting, the goddesses Avandra and Sehanine have been known to employ false prophets to share their truths through unconventional means. You could bear the militant arms of Bane or don the serpentine vestments of Zehir, but behind closed doors you bring comfort and healing to the innocent. Likewise, you might wear the sagely mantle of Ioun but work surreptitiously on behalf of your real god, Kord, to destroy peace in the land. No deities are more likely to produce false prophets than Lolth, treacherous god of shadows and intrigue, or the dreaded Vecna, evil god of secrets.

In the Forgotten Realms® setting, gods such as Cyric and Shar regularly make use of false prophets to defame and destroy those who oppose them. Since the Spellplague, some good and unaligned deities have followed suit, adapting their methods to a changing world. Of these, none are more resourceful than Oghma, Selûne, and Corellon.

In the Eberron® setting, the Traveler inspires false prophets, but more to promote change than to subvert any particular faith. Of the Sovereign Host, the dogmas of both Olladra and her son Kol Korran allow for the rise of false prophets, usually with the intent of undermining worship of the Dark Six. Followers of the lawful good Church of the Silver Flame rarely resort to deceptive methods, but extremist sects are not above blurring the lines of honor to get the job done.

WHAT DOES A FALSE PROPHET DO?

A false prophet is commonly understood to be someone who speaks with great charisma and religious authority while leading followers astray. Such figures usually do so with evil intent, but maliciousness is not a prerequisite. If you are playing a good or unaligned cleric, you can masquerade as an evil one, either for your own purposes or as part of a secret mission for your order. Your adventuring allies might be in on the ruse, but that's not required. After all, proselytizing can be most effective when the intended convert does not realize your aim.

A DM could encourage a false prophet cleric among the players in order to create some hand-wringing at the table. If a player wants to explore the heretic's path, a DM could use this "divine masquerade" as a way to add suspicion or suspense to the plot.

Think of the false prophet as a double agent of the cloth. You might serve Pelor, but unlike other clerics of the faith, you wear blackened armor and carry gear more appropriate to Asmodeus. While adventuring, you presume to speak for the enemy god, but the tenets you preach are similar to your *real* god's doctrines. Your intent, of course, is not to carry out evil acts; you play at doing so, then stop short of true immorality. But what if your best intentions come to naught? Your "new" faith might have tests of loyalty or devotion that force you to commit a vile act—perhaps even kill someone. Depending on the stakes, you might have to cross a dark line to maintain the false identity. If committing a foul act was required to serve the

or something of your own devising. Perhaps you've been charged to walk a path of deception, for purposes of espionage, corruption, or mischief. You wear a false persona, imitating a cleric of another god to corrupt that faith's tenets and undermine its worldly interests. You might play at being a messianic figure of prophetic power or a wise pilgrim passing through with a few choice stories to tell. Whatever your reasons or methods, heresy is your modus operandi. You foster idolatry, innuendo, and specious lies in the cause of your current god or ideology.

Clergies of most lawful good religions vehemently reject the idea of a false prophet, viewing the existence of the concept as a mockery of their conviction that success comes from strict adherence to their codes of conduct. On the other hand, to clergies of unaligned, evil, and some nonlawful good religions, a false prophet can provide an unorthodox, if occasionally unwelcome, means to an end.

Ritual of Reordination

The ritual of reordination is an important tool for religions that accept converts among their clergy and that have a forgiving nature toward those who recant heresy. It can be used by nonplayer characters as well as by player characters to welcome a penitent heretic back into the fold.

The ritual of reordination is a powerful tool, so its secrets are not commonly revealed to anyone outside a church's formal hierarchy. Gaining access to it calls for either completing a quest to prove your worthiness or winning the trust of the church's leaders in some other way.

See the *Player's Handbook* for rules on using rituals.

Reordination

As the final, solemn words leave your lips, a feeling of quiet absolution washes over you. The fetters of anger and doubt fall away, and your soul flows with the rhythms of the Astral Sea.

Level: 10
Component Cost: 400 gp, plus 4 healing surges
Category: Divination
Market Price: 1,000 gp
Time: 4 hours
Key Skill: Religion (no check)
Duration: Instantaneous
Prerequisite: Any divine class

This ritual aligns someone already invested with divine power with the deity or faith for which the ritual was created. It could be a deity that a person strayed from and wishes to return to, or it might be a different faith altogether. It cannot be performed by the character who is being reordained, but that character can assist. In most cases, the candidate for reordination is expected to complete a quest to prove his or her commitment to the new faith before the ritual is used.

Upon completion of the ritual, its subject becomes associated with the appropriate deity, allowing him or her to select feats, powers, or any other class options requiring that tie. That person's previous association is dissolved, along with access to any related feats, powers, or other class options.

If the ritual's subject is converting to a new deity, a single channel divinity feat associated with his or her former deity can be immediately exchanged for an appropriate one. For example, if a character previously worshiped Avandra and had the Avandra's Rescue feat, the character immediately loses the ability to use that feat but can automatically replace it with Raven Queen's Blessing, if the Raven Queen is the character's new patron deity.

In addition, once the ritual is complete, the reordained character becomes vaguely aware of the existence and number of any agents (for example, angels, avengers, or other clerics) who have been charged with destroying him or her for crimes of heresy or apostasy. This awareness sharpens when such beings come within 1 mile of the character, but it does not identify or locate them. The awareness lasts for 7 days.

Religious Quests

Clerics are sometimes required to undertake quests to prove their devotion. Your DM should tailor the nature and complexity of the quest to your cleric's level, and ensure that the mission tests his or her spiritual strength and commitment to the chosen faith. With rare exception, your cleric should be allowed to call upon close allies for assistance.

Below are quest examples of varying design and difficulty. You and your DM should discuss quests that are appropriate for both the campaign and the religion. These quests might also arise for other reasons. For example, your noncleric adventurer might take on a demanding task on behalf of a temple in exchange for rituals, resurrection, or divine consultation.

Recover a secret that a former cleric took to the grave with him. For some reason, that cleric cannot be contacted from the natural world. You must consent to die by ingesting a sacred poison specially crafted for the quest's purpose. Death frees your cleric's spirit to venture into the Shadowfell and to remember the entire experience. After a designated period of time, you will be revived with the Raise Dead ritual. If you fail to recover the secret, the poison must be ingested again without the promise of revival. This quest is unique to faiths that respect and iteract with death, such as that of the Raven Queen. Vecna's clergy might sponsor such a quest, although the penalty for failure would be transformation into a ghoul, followed by eternal imprisonment.

Cripple the power of an organization or agency that exploits or otherwise overdraws from the natural world. Prime candidates could be a hunting lodge that cares more for trophies than food, a bloodthirsty whaling fleet, or a voracious logging consortium. This quest is ideal for nature-oriented faiths, such as that of Melora, or those who wish to find balance between the civilized and the wild, such as worshipers of Erathis.

Dethrone and imprison a tyrant while protecting the despot from the wrath of those he or she oppressed. The goal of this imprisonment is reform, not punishment, so it will be temporary. Whether the tyrant is the overlord of a kingdom or a village, he must be shown the error of his ways and given the chance to make amends for his deeds. If he does not repent, he can be handed over to other authorities to receive justice. If he does repent, you must guide the former ruler's first steps toward a new life. This quest is particularly suitable for good faiths, or those devoted to mercy, time, or destiny, such as those of Pelor or Sehanine.

Enter a demiplane of dread, collect samples of its culture and creatures, and return before sunrise. One night every year, the main gate of an abandoned insane asylum becomes a doorway to a realm of mist and shadow. Rumor has it that vast mystery and great horrors reside beyond that portal. This quest could appeal to faiths of deities that cherish exploration or knowledge, such as Avandra or Ioun, or those that treasure secrets, such as Vecna.

Gather the rare materials necessary to create or repair a work of great art or importance. Such materials cannot be found in a city's marketplace—a significant journey is necessary to obtain them. For instance, the item might be a dragon's tooth given willingly, spider venom from the Shadowfell, or bloodstained ice from the heart of a glacier. The quest is ideal for faiths that revere creation, art, or travel, such as those of Avandra, Corellon, and Moradin.

Raise the hopes of the slaves, gladiators, and downtrodden of a tyrant's rule. Your cleric must tread carefully: Incitement to violence could result in bloody retribution. To succeed, you must either prove that a peaceful path to freedom exists, or you must undermine the tyrant so effectively that his or her downfall is inevitable. The faiths of Avandra and Pelor might encourage such a quest, as would clerics of Sehanine (for the challenge, at least). Conversely, clerics of evil faiths might undertake a similar quest against a beneficent ruler. This quest could be the basis for a lengthy story or a high-stakes *Mission: Impossible*-type adventure.

Receive a vision of a young woman with two possible fates. Either she dies tragically in an accident, or she survives to become a major figure in a catastrophe that dooms hundreds. Find her, get to know her, understand the circumstances, and pray—then decide whether to protect the woman or the future. This difficult task is best suited to clerics of deities who place great value on protection, such as Bahamut, or who revere prophecy and fate, such as Sehanine and Ioun.

Save a forest threatened by a magical blight. The affliction might have been caused by a wizard's experiment or a Far Realm incursion. Its pace was slow at first, but now the blight grows rapidly and poses a significant threat to the forest. Worse still, the degradation is the only thing preventing a group of powerful undead treants from attacking local villages and a nearby portal to the Feywild. You must study the situation and its origins to discover a way to remove the threat. Clerics of Corellon, Pelor, and Melora are likely to be tasked with this quest.

Slay the heirs of a region's current ruler, then eliminate all records of his or her lineage. This quest is meant to destroy the legacy of a nation, not merely its current regime. Thus, it is suitable only for evil faiths. Temples of Vecna, Zehir, and Lolth are appropriate sponsors of such a quest.

Test the temperament of those in power by stealing an object of considerable symbolic value without any loss of life. Example items include the crown or scepter of a goodly king, the staff of a philanthropic wizard, or the legendary weapon of a local hero. This quest is meant to shake things up, challenging the paradigm of a given region, but doing so without malice or intent to cripple. When the deed is finished and emotions have calmed, you are to slip the object back into place. This quest is appropriate for faiths that revere shadows, theft, or righteous deception, such as the servants of Sehanine.

With few allies and fewer resources, take an enemy's heavily guarded fortress. This mountain, cave, or glacial stronghold has long been deemed impregnable by all who gaze upon it. You must find a way to prove that impression false. This quest is suitable for clerics of Kord and Bane. It might be gist for the faithful of Moradin if the fortress belongs to a classic dwarven foe, such as orcs or drow.

About the Authors

Jeff LaSala is a writer/editor of speculative fiction and an artificer of RPGs. His Eberron novel, *The Darkwood Mask*, was nominated for the Scribe Award and showcases his love for all things dark, monstrous, and masked. Many of his ideas are drawn from the cthonic depths of New York City, where he (roll 1d4): (1) Dwells with an Argentine mermaid—having married her; (2) Masquerades as a normal person; (3) Imagines a world splintered into sorry hemispheres; (4) Lurks like a gargoyle over his website, Ashlock.org.

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Unearthed Arcana

Henchmen and Hirelings

By Robert J. Schwalb

Illustrations by Eric Belisle and William O'Connor

Adventurers are a cut above the commoners inhabiting the world—they have talent, specialized training, and access to magic that makes them akin to gods among mortals. Well, maybe not that far, but heroes are something special. Who else can beard the dragon in its lair? Who else can survive a trap-laden gauntlet to root out the goblin bandits lurking in the cavern beyond? Who else can put down zombies by the dozens?

The thing is, for all that heroes can accomplish beyond most peoples' wildest imagining, adventurers need the common people. Nonadventuring men and women do the things that heroes are unable or unwilling to do. What good is a knight without the suit of armor someone else made? How is the paladin going to survive his or her quest without a sword in hand? Horses? Someone has to breed them and train them. And when the adventure is done, when the heroes return, burdened with their spoils, they're bound to be craving a hot meal and warm bed that only the sleepy little communities on the frontier can provide. The mundane tasks fall to the ordinary people to handle, and without those people, there's little point to squaring off against monsters and plundering their vaults.

Commoners are content to leave the adventuring business to the professionals. They happily take their coins and provide services in return. They listen to the tales of high adventure, danger, and daring, living through the stories the adventurers tell, but they are also relieved to go about their lives without having to follow in those people's steps or face those same challenges.

That said, with the right motivation, these common people might be coaxed from relative safety into a wider world of adventure, accompanying the heroes on their quests and lending aid, albeit in minor ways,

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to help the heroes accomplish their goals. These companions are the henchmen, the lackeys, the hirelings, and the servants. For the right price, they can lend their unique talents to an adventurer's cause.

Hirelings and henchmen have been part of the Dungeons & Dragons® game since the beginning. In older editions, henchmen gave adventuring parties a bit of extra muscle, took the brunt of enemy attacks, and gave the heroes the extra help they needed to achieve their objectives and survive their challenges. Thus far, 4th Edition has nibbled on the henchmen concept by offering different avenues for characters to acquire companions. Certain classes, such as the beastmaster ranger and the sentinel druid, have pets. *Dungeon Master's Guide 2* provides extensive rules for creating companion characters, either from scratch or by adapting an existing creature to fill this role. While these options are sufficient for most groups, there's something missing—an element of leadership that harkens back to the classic experiences of the game. This article provides an expansion to the existing options that cover hirelings and henchmen and puts in your hands the ability to gather and hire the nonplayer characters you need.

The rules below add a level of complexity that might not be suitable for every group. For large parties, hirelings and henchmen add to the challenges posed by having so many people around the table. Novices might find extra characters in the mix too difficult to manage, and adding several nonplayer characters can dilute other characters' roles in the party.

On the other hand, hirelings and henchmen can solve some of the problems that arise from having too few players in the group. They can step into missing roles, bolster characters having a tough time performing in their role, and act as special rewards for roleplaying or fulfilling a quest. They can serve as a development from the campaign's unfolding story. Before you put this material to use, check with your Dungeon Master to ensure that a companion is suitable for your group.

Hirelings

The young man who carries your torch lights the way down the dungeon corridor. The valet cleans and mends your clothes, ensuring that all the final preparations are made before you meet the king. The mercenary guard watches over the camp at night, letting you get your rest before you continue your hunt for the troll that made off with the merchant's daughter. These characters are all hirelings: men and women in your employ whose efforts make your travels and missions easier.

Hirelings are similar to companion characters in that they accompany you, but they differ in the capabilities they possess. Hirelings are minor characters and thus do not provide the same degree of support a companion character can provide. Where a companion character might work for a share of the treasure, a hireling is directly in your employ and works for a fee.

Gaining a Hireling

You don't have to hunt for hirelings. Go to just about any settlement, and you're bound to find some enterprising entrepreneur who has a talent you might find useful. Any number of mercenaries, porters, and similar kinds are ready and willing to work for a price. To gain a hireling, you have to find a willing servant and meet the hireling's fee. At the DM's discretion, you might have to succeed on a skill check to convince the character to accompany you, with Bluff, Diplomacy, Intimidate, and Streetwise being the most common skills. Alternatively, you might find a hireling as part of treasure. As strange as this might sound, a monster might keep any number of potential hirelings as prisoners. It's no stretch to think a dragon might keep a minstrel on hand to entertain it, or an artist to paint its portrait, or a mercenary in the larder to gobble up when cows and sheep grow scarce.

Hireling Statistics

Regardless of a hireling's occupation, all have certain common statistics.

Level: Hirelings exist at every level. Heroic tier hirelings are the common kinds one expects to find pretty much anywhere people gather. Paragon tier hirelings are experts in their fields. Finding nonplayer characters at this level of accomplishment who are willing to work for someone else can be hard. Epic tier hirelings are tremendously rare; they are the greatest crafters and artists in their respective fields. Such characters have plans, ventures, and goals of their own to pursue, so they are never available for hire without the DM's consent.

Price: A hireling's price depends on his or her level. The price is generally per day of service. Long-term service can sometimes be gotten at a lower rate or in return for a share of any profit from the expedition or undertaking. Included in the price are the hireling's initial fee, salary, food, equipment, and the materials the hireling might need along the way. It's important to note the price is an abstraction intended to simplify the process of acquiring and maintaining hirelings.

Duration: A hireling remains in your service for as long as you keep paying him or her.

Hireling	Level Varies				
A dutiful servant attends to the little complications that interfere with your adventures.					
Lvl 1	15 gp	Lvl 11	350 gp	Lvl 21	9,000 gp
Lvl 2	20 gp	Lvl 12	520 gp	Lvl 22	13,000 gp
Lvl 3	25 gp	Lvl 13	680 gp	Lvl 23	17,000 gp
Lvl 4	35 gp	Lvl 14	840 gp	Lvl 24	21,000 gp
Lvl 5	40 gp	Lvl 15	1,000 gp	Lvl 25	25,000 gp
Lvl 6	70 gp	Lvl 16	1,800 gp	Lvl 26	45,000 gp
Lvl 7	100 gp	Lvl 17	2,600 gp	Lvl 27	65,000 gp
Lvl 8	135 gp	Lvl 18	3,400 gp	Lvl 28	85,000 gp
Lvl 9	170 gp	Lvl 19	4,200 gp	Lvl 29	105,000 gp
Lvl 10	200 gp	Lvl 20	5,000 gp	Lvl 30	125,000 gp

Minor Character

Property: You gain the service of a hireling. The creature is an ally to you and your allies. The hireling can perform one standard action and one move action each turn. It acts after you on your initiative count. The hireling has no healing surges.

Hireling	Level Varies
Medium natural humanoid	–
HP 1; a missed attack never damages the hireling.	**Initiative** –
AC level + 14, **Other Defenses** level + 12	**Perception** +0
Speed 6	
Standard Actions	
Melee Attack (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); level + 5 vs. AC	
Hit: one-half level + 3 damage.	
Ranged Attack (weapon) ✦ **At-Will**	
Attack: Ranged 10 (one creature); level + 5 vs. AC	
Hit: one-half level + 3 damage.	

FOR THE DM: ABUSE

Coin ensures a hireling's loyalty up to a point.

Just as an adventurer isn't likely to put up with abuse from his or her employer, a hireling isn't likely to stick around if mistreated. Other hirelings can grow wise to a callous master who carelessly sends servants to their doom.

You don't have to track attitudes or a list of offenses. Just think about the adventurer's personality and how well he or she treats the hireling. If you can't imagine someone putting up with that treatment, have the hireling make his or her exit at the first opportunity. As word gets out about the adventurer, you might increase the skill check DCs required to hire these followers.

Occupation

When you employ a hireling, you do so to gain a particular service or benefit. These benefits are tied to the hireling's occupation. Choose one occupation and add its traits to the hireling's statistics block.

Beast Handler

Cost: standard

These grooms care for your beasts. They can keep your horse in excellent health, your dog fed, and your falcon ready to hunt.

Traits

☼ **Beast Handler** ✦ **Aura** 5

All allied beasts in the aura gain a +1 power bonus to Fortitude and Will.

Guide

Cost: standard

Expeditions into the wilderness can only benefit from a well-trained guide. These hirelings blaze the trail to the heroes' destination. The cost doubles if the guide is leading you into dangerous territory.

Traits

☼ **Trailblazer** ✦ **Aura** 5

Allies in the aura gain a +2 power bonus to Dungeoneering checks and Nature checks.

Level 15: +3 power bonus.

Level 25: +4 power bonus.

FOR THE DM: HIRELING TRAITS

Like companion characters, hirelings have traits to help them stand out as more than trap springers and door openers. You don't need extensive details; you need only enough information to give them a little life.

Race: A hireling's race does not affect his or her statistics, but it can reveal a lot about personality and appearance. Hirelings favor employers who are friendly to their people.

Physical Description: Come up with one or two distinguishing characteristics to make the hireling stand out. Height, weight, and coloring are good places to start, as are interesting elements such as a limp, a squint, boils, or a ruddy complexion.

Personality: Don't worry too much about motivations, secrets, or behaviors when it comes to hirelings. Instead, assign a word to the hireling to summarize his or her personality. Examples include serious, driven, craven, unhinged, reckless, or loyal.

Linkboy

Cost: standard

Few fighters are willing to sacrifice a two-handed weapon or their shield to haul the party's torch. When no one is able or willing to attend to the group's light, a linkboy provides an extra pair of hands.

Traits

☼ Torch ✦ Aura 5

Squares in the aura are illuminated with bright light.

Mercenary

Cost: standard x 3

Mercenaries are the perfect soldiers for hire, ready to lend their swords and shields provided the pay is right.

Traits

☼ Veteran Warrior ✦ Aura 1

Allies in the aura gain a +1 power bonus to AC and Reflex. In addition, the mercenary gains a +2 power bonus to AC and Reflex.

Standard Actions

⊕ Melee Attack (weapon) **✦ At-Will**

Attack: Melee 1 (one creature); level + 5 vs. AC

Hit: Level + 3 damage.

➶ Ranged Attack (weapon) **✦ At-Will**

Attack: Ranged 10 (one creature); level + 5 vs. AC

Hit: Level + 3 damage.

Pilot

Cost: standard x 2

Whether commanding the mariner's wheel on a greatship, driving a wagon team, or guiding an airship to dock, a seasoned pilot is an asset to any crew.

Traits

Seasoned Pilot

When used as a pilot, the hireling grants the vehicle a +1 bonus to the vehicle's speed.

Porter

Cost: standard

Porters make their living hauling stuff. They are useful hirelings since they can heft considerable weight and still reach places a mule or horse could not.

Traits

Strong

The hireling's normal load is 75 pounds, heavy load is 150 pounds, and maximum drag load is 375 pounds.

Level 1-5: Base speed 5, travel 6 hours per day.

Level 6-10: Base speed 6, travel 8 hours per day.

Level 11-30: Base speed 7, travel 10 hours per day.

Sage

Cost: standard x 3

Sages are experts in a particular field of knowledge. Few sages venture from their personal domains, though if you can convince one to accompany you, his or her knowledge is yours for the asking.

Traits

☼ Sage Knowledge ✦ Aura 5

Choose one knowledge skill for the sage: Arcana, Dungeoneering, History, Nature, or Religion. Allies in the aura gain a +2 power bonus to skill checks involving the chosen skill.

Level 15: +3 power bonus.

Level 25: +4 power bonus.

Standard Actions

Lore Use ✦ Daily

Effect: One ally gains a +5 item bonus to the next skill check made involving the skill chosen for *sage knowledge*.

Scribe

Cost: standard x 2

Limners and copyists, these trained individuals are adept at recording and copying whatever you put in front of them.

Traits

Scribe Document

During a short or an extended rest, the hireling copies one page of text or illustrations. It is a rough copy if performed during a short rest or a perfect copy if performed during an extended rest.

Seasoned Crew Member

Cost: standard

These able sailors can ensure that a ship reaches a distant port safe and sound.

Traits
Able Crew
If a vehicle's crew is entirely made up of seasoned crew member hirelings, the vehicle gains a +1 bonus to all defenses.

Spy

Cost: standard x 3

Spies can keep you supplied with the information you need when you need it most.

Traits
Espionage
The controlling hero gains a +2 power bonus to Streetwise checks. *Level 15:* +3 power bonus. *Level 25:* +4 power bonus.

Valet

Cost: standard

Skilled valets are indispensible to those moving through high society because these servants know how to make you look and act your best when you're dealing with the rich and powerful.

Traits
☼ **Etiquette ✦ Aura** 3
When dressed in suitable clothing, the controlling hero and all allies gain a +2 power bonus to Diplomacy checks while in the aura. *Level 15:* +3 power bonus. *Level 25:* +4 power bonus.

Pets

A pet can be an interesting way to develop your character's personality and appearance. A housecat, a small snake, a raven, or another animal adds color and can reveal something about the character's interests. If you're interested in acquiring a companion animal, consider the following options.

Class: As of this writing, two classes provide animal companions. The first is the beastmaster ranger introduced in *Martial Power* and the second is the sentinel druid from *Heroes of the Forgotten Kingdoms*. In both cases, you get the benefit of a companion creature, with supporting powers to let you coordinate your efforts. If you're not inclined to play either class, you can use the hybrid rules from *Player's Handbook 3* to pick up the Beast Mastery class feature and add to the class you want to play.

Familiars: Another option, specifically for arcane characters, is to take the Arcane Familiar feat from *Arcane Power*. In addition to cats, falcons, and serpents, you can also pick up strange pets such as bound demons and book imps. Any arcane class can take the feat, so if you have a multiclass or hybrid class, this is a great option.

Mounted Combat: Choose the Mounted Combat feat if you want a steed. The feat doesn't grant you the steed (you have to pay for it), but it does let you access the steed's mount benefits.

Companion Character: With your DM's permission, you can use the companion character rules from *Dungeon Master's Guide 2* to turn a monster into a companion character. This is a good solution if you have a smaller than normal party since the pet counts as a full member of the party.

Pet Background: Perhaps the easiest solution to acquiring a pet is to add it to your character sheet as a background element. A pet as a background element abstracts a creature with no significant statistics or ability to affect a combat's outcome in a meaningful way. A pet snake, a trained raven, a housecat, and a small dog are all suitable creatures for this option. Think about how you acquired the pet and how you feel about it. Come up with at least one way the pet helped you in the past. And don't forget to name it!

If you choose the pet as your major background benefit, work with your DM to find an appropriate skill. A raven trained to filch small objects might grant a +2 bonus to Thievery checks. A small, vicious dog might grant a +2 bonus to Intimidate checks or Perception checks. A chatty parrot or raven might grant a +2 bonus to Bluff checks.

Henchmen

Where hirelings are minor supporting characters, lending aid to an adventuring group in small ways, henchmen are nearly full-fledged characters in their own right, whose presence in the adventuring group gives the heroes an edge. These characters are counted as full members of the adventuring party. Henchmen have many of the same features, traits, and powers available to player characters, but simplified to allow a player to manage a henchman at the same time that he or she plays a primary character.

Henchmen, also known as companion characters, can take many forms. Some might be beasts and monsters, being creatures drawn from the *Monster Manual* or *Monster Vault* books. Others are akin to characters, using the same kinds of powers available to heroes. A few might be unique, crafted by a DM or

drawn from a published supplement such as the ones presented below.

Gaining a Henchman

Adding a henchman to your adventuring party can be as simple as posting a notice in a local tavern or as complicated as completing a minor quest, negotiating payment, or tracking down the companion in a city, a wilderness setting, or a dungeon.

Companion: Henchmen are best used to fill in missing roles or to take the place of absent players. If the group lacks a leader, you might recruit one to accompany you on your adventurers to improve your chances for success. A companion can be a constant presence in your group or a sporadic one, depending on the game's needs.

Employee: Sometimes you might want a little help in taking on a dangerous mission. An extra warrior or striker could make a difference, especially if your group is light in these roles. A henchman can serve an adventuring group in exchange for something, such as coin, but sometimes the henchman might join the party so that he or she can gain the party's help in completing a minor or major quest. Employees are not open-ended allies. Their contracts stipulate an end point for their services.

If a henchman's compensation is monetary, the fee equals one-fifth of the value of a magic item equal to the party's level.

Ally: During your hero's adventures, he or she is bound to encounter friendly and helpful characters. You might make a short-term alliance against a common enemy, join forces with a rival adventuring group, or rescue an important character who chooses to fight at your side until you reach safety.

Creating a Henchman

Unlike hirelings, creating a henchman is the DM's job. *Dungeon Master's Guide 2* includes the rules the DM needs to turn a monster into a companion character or to create a unique companion.

Running a Henchman

Although the DM creates the henchman, it falls to you to use the character in combat and skill challenges. Outside combat, the DM controls the character, playing the character in accordance with his or her personality, motives, and secrets. In combat, the DM might hand off the character to a player to run.

Henchmen in Play

Remember a couple of things when using henchmen in your group. First, henchmen don't need magic items and thus should never be included in magic item distribution. Second, henchmen earn experience points just as you do and thus earn a full share of XP. Finally, henchmen gain levels and advance at the same rate as other characters in the group.

FOR THE DM: USING THE SAMPLE HENCHMEN

The henchmen included here are set at 2nd level. Use the rules described on page 32 of *Dungeon Master's Guide 2* to increase the level as needed. The descriptive elements give you enough to get started with these characters, but don't feel bound by them. Alter them as needed. Finally, be sure to give the character a secret to help ground the character in the campaign.

Sample Henchmen

If you need a henchman in a pinch, you can use any of the following characters.

Anaxana

Reckless Battle Mage

Anaxana is an eladrin magician—a reckless battle mage hungry for vengeance against her people's enemies.

She has a spare frame to the point of being gaunt. Her features are severe, with a long nose that gives her a hawkish appearance. She prefers simple gray robes and keeps a longsword in a scabbard on her weapon belt.

Missions involving hunting down and killing orcs or drow are the easiest ways to recruit Anaxana to the group. She hasn't a kind word for these monsters and delights in fighting them. She might linger with a party for missions that don't involve hunting her enemies but moves on if her bloodlust isn't sated.

Anaxana **Level 2 Controller**
Medium fey humanoid, eladrin –

HP 27; **Bloodied** 13; **Surges** 7; **Surge Value** 6 **Initiative** +4
AC 15, **Fortitude** 15, **Reflex** 17, **Will** 14 **Perception** +0
Speed 6 Low-light vision
Saving Throws +5 against charm effects

Standard Actions

Longsword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 1 damage.

Magic Missile (force, implement) ✦ **At-Will**
Effect: Ranged 20 (one creature). The target takes 7 force damage.

Burning Hands (fire, implement) ✦ **Encounter**
Attack: Close blast 5 (creatures in the blast); +6 vs. Reflex
Hit: 2d6 + 5 fire damage.
Miss: Half damage.

Freezing Burst (cold, implement) ✦ **At-Will**
Attack: Area burst 1 within 10 (creatures in the burst); +6 vs. Reflex
Hit: 1d6 + 5 cold damage, and Anaxana can slide the target 1 square.

Move Actions

Fey Step (teleportation) ✦ **Encounter**
Effect: Anaxana teleports up to 5 squares.

Triggered Actions

Shield ✦ **Encounter**
Trigger: An enemy hits Anaxana.
Effect (Immediate Interrupt): Anaxana gains a +4 power bonus to AC and Reflex until the end of her next turn.

Wand of Accuracy ✦ **Encounter**
Trigger: Anaxana starts her turn.
Effect (Free Action): Anaxana gains a +3 bonus to a single attack roll using a wand as an implement made before the end of her turn.

Skills Arcana +10, History +10, Insight +5
Str 10 (+1) **Dex** 17 (+4) **Wis** 8 (+0)
Con 13 (+2) **Int** 19 (+5) **Cha** 10 (+1)
Alignment unaligned **Languages** Common, Elven
Equipment robes, longsword, wand, adventurer's kit

Sir Michael Everdawn

Disgraced Knight

Once a promising knight, renowned for his skill at arms and his fine pedigree, Michael fell from grace and is now a pariah in his own lands. He never speaks of how he reached his present state, though his overindulgence in spirits suggests a predilection for drunkenness that might have played a part in his fall.

Michael is a heavyset man with a paunch, red nose, and rheumy eyes. Despite his haggard appearance, he remains strong, powerful, and ferocious in battle. His battered armor shows signs of previous contests, and the faded heraldry, a rampant boar, hints at the better life he once lived.

The disgraced knight craves redemption. He eagerly joins any adventuring group that can promise him a chance to restore his name. While involved in a noble pursuit, he stays clear of the drink until idleness and frustration overcome him.

Sir Michael Everdawn **Level 2 Defender**
Medium natural humanoid, human –

HP 35; **Bloodied** 17; **Surges** 11; **Surge Value** 8 **Initiative** +1
AC 21, **Fortitude** 18, **Reflex** 14, **Will** 16 **Perception** +2
Speed 5

Standard Actions

Longsword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 5 damage, and Michael marks the target until the end of his next turn.

Tide of Iron (weapon) ✦ **At-Will**
Requirement: Michael must be using a shield.
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 5 damage, and Michael can push the target 1 square, and then shift 1 square into the space the target last occupied.

Minor Actions

Glowering Threat ✦ **Encounter**
Effect: Close burst 2 (enemies in the burst). Until the end of Michael's next turn, each target takes a -5 penalty to attack rolls against any creature other than Michael.

Triggered Actions

Heroic Effort ✦ **Encounter**
Trigger: Michael misses with an attack or fails a saving throw.
Effect (No Action): Michael gains a +4 bonus to the attack roll or saving throw.

Power Strike ✦ **Encounter**
Trigger: Michael hits an enemy with *longsword*.
Effect (No Action): The triggering attack deals 1d8 extra damage.

Skills Athletics +10, Endurance +8, Intimidate +8
Str 18 (+5) **Dex** 11 (+1) **Wis** 12 (+2)
Con 14 (+3) **Int** 8 (+0) **Cha** 14 (+3)
Alignment good **Languages** Common, Giant
Equipment plate armor, heavy shield, longsword, adventurer's kit

Cadra Forgesworn

Zealous Priestess

Cadra Forgesworn is a devout follower of Moradin. She's so zealous she comes off as a fanatic. She left her clan, not to seek fortune or glory, but to champion her patron in the world.

As with most dwarves, Cadra is short and stocky. Her determination makes up for any shortcomings in physical might, and when committed to a cause, she is as tenacious as a troll with a fresh carcass in its maw. She shaved her head and inked her scalp with battle scenes described in the *Book of Spite*, a holy tome favored by Moradin's more militant priests.

More than anything, Cadra hopes to leave a mark on the world, as Moradin commands. How she will do so has not yet revealed itself. She believes the adventurer's life is the surest way to achieve this end. She has worked with other groups before, and each association ended badly. Her abrasive personality could be to blame.

Cadra Forgesworn **Level 2 Leader**
Medium natural humanoid, dwarf –

HP 34; **Bloodied** 17; **Surges** 10; **Surge Value** 8 **Initiative** +2
AC 17, **Fortitude** 15, **Reflex** 13, **Will** 17 **Perception** +5
Speed 5 Low-light vision
Saving Throws +5 against poison effects

Traits

Stand Your Ground
Cadra can move 1 square less than the effect specifies when subjected to a pull, a push, or a slide. In addition, when an effect would cause Cadra to fall prone, she can make a saving throw to avoid falling prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 1 damage.

Throwing Hammer (weapon) ✦ **At-Will**
Attack: Ranged 5/10 (one creature); +8 vs. AC
Hit: 1d6 + 2 damage.

Blessing of Wrath (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d10 + 5 damage.
Effect: Cadra or one ally within 5 squares of her gains a +3 power bonus to his or her next damage roll against the target before the end of his or her next turn.

Sanctuary ✦ **Encounter**
Effect: Ranged 10 (Cadra or one creature). The target gains a +5 bonus to all defenses until the target attacks or until the end of Cadra's next turn.

Divine Glow (implement, radiant) ✦ **Encounter**
Attack: Close blast 3 (enemies in the blast); +6 vs. Reflex
Hit: 1d8 + 5 radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of Cadra's next turn.

Minor Actions

Healing Word (healing) ✦ **2/Encounter**
Effect: Close burst 5 (Cadra or one ally in the burst). The target spends a healing surge.

Dwarven Resilience ✦ **Encounter**
Effect: Cadra uses her second wind.

Skills Dungeoneering +10, Endurance +11, Heal +10

Str 11 (+1)	**Dex** 12 (+2)	**Wis** 19 (+5)
Con 17 (+4)	**Int** 8 (+0)	**Cha** 10 (+1)

Alignment lawful good **Languages** Common, Dwarven
Equipment scale armor, warhammer, 2 throwing hammers, holy symbol, adventurer's kit

Ghesh

Mercenary Captain

A veteran officer from a disbanded mercenary company, Ghesh is now a sword-for-hire, selling his services to anyone who pays him the highest price.

Ghesh cuts an impressive figure. He's tall, muscled, and covered in glittering bronze scales. He keeps his equipment in impeccable condition, cleaning and oiling his mail and spear every night before bedding down.

Command comes easy to Ghesh, and he's not one to keep his opinions to himself. He believes his battlefield experience gives him the wisdom to advise his comrades in all things, from the way they grip their weapons to the tactics they use in combat. Some people find Ghesh domineering, though none deny his expertise.

Ghesh	**Level 2 Leader**
Medium natural humanoid, dragonborn	–
HP 30; **Bloodied** 15; **Surges** 8; **Surge Value** 8	**Initiative** +2
AC 17, **Fortitude** 17, **Reflex** 13, **Will** 15	**Perception** +4
Speed 5	
Traits	
Dragonborn Fury	
Ghesh gains a +1 bonus to attack rolls while he is bloodied	
Standard Actions	
Longspear (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 5 damage.	
Viper's Strike (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 5 damage.	
Effect: If the target shifts before the start of Ghesh's next turn, it provokes an opportunity attack from an ally of Ghesh's choice.	
Hammer and Anvil (weapon) ✦ **Encounter**	
Attack: Melee 2 (one creature); +8 vs. Reflex	
Hit: 1d10 + 5 damage. One ally adjacent to the target uses a free action to make a melee basic attack against the target. The ally gains a +3 bonus to his or her damage roll.	
Move Actions	
Knight's Move ✦ **Encounter**	
Effect: Ranged 10 (one ally). The target takes a move action.	
Minor Actions	
Healing Word (healing) ✦ **2/Encounter**	
Effect: Close burst 5 (Ghesh or one ally in the burst). The target spends a healing surge.	
Dragon Breath (fire) ✦ **Encounter**	
Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex	
Hit: 1d6 + 2 fire damage.	
Skills History +6, Intimidate +9	
Str 19 (+5) **Dex** 12 (+2) **Wis** 8 (+0)	
Con 13 (+2) **Int** 10 (+1) **Cha** 16 (+4)	
Alignment lawful good **Languages** Common, Draconic	
Equipment chainmail, longspear, adventurer's kit	

Rook

Shadowy Killer

Rook is the quintessential product of the drow city Erelhei-Cinlu. On its treacherous streets, Rook learned to survive by any means he had, cultivating his natural talents and his knack for knifework to carve a path to freedom. With the city years behind him, Rook has become an assassin who asks no questions and does the job with a professional detachment.

Not especially tall and rather spare of frame, Rook conceals himself with a hooded gray cloak and dark clothing. He fights with blades and crossbow from hidden positions to take his enemies by surprise. He regards every situation as a potentially violent one, so he keeps to himself when not on a mission.

Rook makes no apologies for who he is and what he does. He is a pragmatist and never hesitates to do what it takes to get the job done. Rook does not make friends. Instead, he takes clients. Every arrangement is a business agreement, and he expects payment for the work he does.

Rook	**Level 2 Striker**
Medium fey humanoid, drow	–
HP 29; **Bloodied** 14; **Surges** 7; **Surge Value** 7	**Initiative** +5
AC 17, **Fortitude** 13, **Reflex** 17, **Will** 15	**Perception** +1
Speed 5	Darkvision
Standard Actions	
Dagger (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d4 + 5 damage.	
Hand Crossbow (weapon) ✦ **At-Will**	
Attack: Ranged 15/30 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage.	
Sly Flourish ✦ **At-Will**	
Effect: Rook uses *dagger* or *hand crossbow*, and gains a +3 bonus to the damage roll.	
Impact Shot (weapon) ✦ **Encounter**	
Attack: Ranged 15/30 (one creature); +8 vs. AC	
Hit: 2d6 + 5 damage, and Rook can push the target 1 square.	
Move Actions	
Tumble ✦ **Encounter**	
Effect: Rook shifts up to his speed.	
Minor Actions	
Cloud of Darkness ✦ **Encounter**	
Effect: Close burst 1. The burst creates a cloud of darkness that remains in place until the end of Rook's next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. Rook is immune to these effects.	
Triggered Actions	
Striker's Edge ✦ **At-Will** (1/turn)	
Trigger: Rook hits an enemy granting combat advantage to him.	
Effect (No Action): The triggering attack deals 1d6 extra damage.	
Skills Acrobatics +10, Intimidate +9, Stealth +10	
Str 10 (+1) **Dex** 19 (+5) **Wis** 11 (+1)	
Con 12 (+2) **Int** 10 (+1) **Cha** 16 (+4)	
Alignment unaligned **Languages** Common, Elven	
Equipment leather armor, 2 daggers, hand crossbow, 20 bolts, adventurer's kit	

About the Author

Robert J. Schwalb is an award-winning game designer who has contributed design to or developed nearly two hundred roleplaying game titles for Dungeons & Dragons®, *Warhammer Fantasy Roleplay*, *A Song of Ice and Fire RPG*, *Star Wars RPG*, and the d20 system. Some of his more recent work for Wizards of the Coast can be found in *D&D Gamma World®: Famine in Far-Go*, *Dark Sun® Campaign Setting*, and *Monster Manual®* 3. Also, he's a regular contributor to both *Dragon* and *Dungeon* online. For more information about the author, be sure to check out his website at www.robertjschwalb.com.

Channel Divinity: Ioun
The Sages of the Swan Tower

By Ken Silverman
Illustration by Noah Bradley

Have you not seen it? Swan Tower carves a glorious arc from earth to sky; its gleaming white brilliance serves as a symbol of the truth it holds within it. However, its outward appearance is nothing compared to the marvels inside it. Historians, scribes, and seers of impossible talent work to record more information than any mortal could dream of in a thousand lifetimes. And the sages. Oh, the glorious sages! Masters of lore, sciences, and arcana that eclipse the knowledge of all but Ioun. Yes, friend, the Swan Tower is truly an experience that cannot be rivaled.

Within the halls of Kerith-Ald, or the Swan Tower, are Ioun's revered sages. These eternal sages learn, discover, and catalog every piece of knowledge in the universe, and perhaps beyond it. Many who are devoted to Ioun pray to one day fill a position within these honored Halls of Enlightenment, where they can gain the opportunity to theorize and research with the greatest and most diverse resources collected in one place. And among those few are some who strive to earn the greatest honor they can imagine: to be recognized as a Pillar of Ioun.

The Scribes of the Swan Tower

Although it is perhaps not the most prestigious occupation within Kerith-Ald, the scribes of the Swan Tower have a vital job. While sages spend their time learning and discovering new truths, it's the scribes who work to ensure that the knowledge is not lost. The efforts of these scribes make the interior of the tower a sight, and a sound, to behold. Centuries ago the scribes developed a method to find any record with ease. Each unique work is magically encoded with a distinct series of musical tones. When a member of the tower thinks of a topic he or she wants to reference, each work that pertains to that topic

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emits a distinct sequence of notes. The sounds persist until the individual finds what he or she is looking for or mentally broadcasts that the works are no longer needed. On busy days in the tower, the sounds can flow into a greater work of music, but somehow the result never becomes too loud to distract or too discordant to annoy.

Although anyone within the tower can hear these tones, scribes can reach out to all works of the Swan Tower at once, regardless of their location and distance. In addition, only a scribe can elect to hear these musical phrases within his or her mind. Through these traits, the Tower keeps accurate account of all the works created by its members.

The Seers of the Swan Tower

With near-limitless knowledge at their fingertips, the seers of the Swan Tower are capable of delivering portents with greater accuracy and detail than those of any oracle or diviner anywhere else in the known universe. Seers of the Swan Tower focus these talents to experience particular visions and develop specific predictions of the future.

The seers use the information acquired from these portents in one of two ways, and it's the responsibility of each individual to determine how to act on that information. In some cases, the best use of a vision is to help guide the sages to unlock specific mysteries of the universe that can address the portent. In other cases, the window into the future witnessed by a seer is too urgent or dire to be handed to a sage. Situations of this sort often require a more hands-on approach, leading to the recruitment of heroes who can address the situation.

The Sages of the Swan Tower

The sages of the Swan Tower know that the universe is infinite, and they are not intimidated by that truth. The sages who labor within Kerith-Ald work tirelessly to uncover the secrets of reality. Some specialize in research, others in philosophy, and others in experimentation. These sages study and theorize about subjects that lie beyond the comprehension of mortal experts, which leads skeptics (who can't comprehend

FOR THE DM: THE SWAN TOWER IN YOUR CAMPAIGN

As a bastion of knowledge in the known universe, Kerith-Ald draws attention. In a standard "points of light" campaign, the Swan Tower can be the topic of one or more legends and myths. To the common people and perhaps most heroic adventurers, the Swan Tower is a fantasy tale told to children. However, a small few would likely have learned that it is a reality. For some, this information might come only as a revelation from Ioun or her exarchs, blessing the individual with a taste of knowledge stored within the Halls of Enlightenment. For others, the knowledge is learned through research of ancient texts or daring journeys into the Astral Sea.

Though many of noble intent desire only to visit the tower, an equal number seek its knowledge for selfish reasons. Perhaps more dangerous are those who would destroy it, hoping to plunge the world into a new depth of ignorance and darkness by denying it a valuable resource.

In other campaigns, knowledge might not be so difficult to come by. For example, if kingdoms are still intact, large centers of research are likely to exist. However, in such a setting, the Swan Tower would still contain information beyond that in any mortal library. If knowledge is more accessible in general, it's possible that the Swan Tower could hold regular seminars or perhaps extend annual invitations to select individuals to study abroad within the Halls of Enlightenment. Emissaries of the tower might be seen to visit large cultural and knowledge centers in the mortal realm to advise or aid other sages.

Depending on the makeup of a campaign setting, the Swan Tower can exist at either of these extremes or anywhere in between. For example, perhaps only a single kingdom remains standing after a terrible war. This final center of knowledge might be desperate to maintain relations with the Swan Tower, which has otherwise removed itself from interacting with the mortal realm as a result of the conflict. As time passes, the Swan Tower could become forgotten by some but remain a reality to others. Perhaps the Swan Tower sends its sages to the mortal world to help it rebuild, but does so in secret, for fear of what the struggling civilizations might do if they discovered the tower's existence.

Although its prominence can vary from one campaign to the next, the Swan Tower might be merely a rumor heard by characters in the heroic tier. Upon reaching the paragon tier, the heroes could undertake a visit to the Swan Tower as the centerpiece of a major story arc or quest. When the party is in the epic tier, the characters might visit the tower on occasion to research their current problems or perhaps provide the tower with new information.

the work) and detractors (some of whom are secret adherents of Vecna) to label their efforts as "wild speculation."

The sages are the most well known of the Swan Tower's residents. Visitors might overhear an occasional jealous word from a scribe or a seer who is irritated by the fame that the sages can amass. Though such renown rarely escapes the city of Hestavar, it never escapes the notice of Ioun. She has recognized the skill and expertise of a few sages and elevated their names across the universe.

The Pillars of Ioun

Since the existence of the Swan Tower, Ioun has had occasion to honor notable sages for their spectacular work. The particulars of the work done these sages vary, but one thing is true: Each demonstrates the skill, temperament, and ideals that are exemplary for not only the other sages of the Swan Tower, but for all those who follow Ioun.

To celebrate each of these sages, Ioun created an alabaster monument that demonstrates the quality she found most representative of that individual. These monuments serve as fonts of energy that reflect the quintessential trait of one of the recognized sages. The magic within these monuments burns eternal, and this power is accessed every time an *Ioun stone* is created. Since each stone pays homage to one of Ioun's greatest sages, she wouldn't have it any other way.

To date, Ioun has honored seven sages. These "Pillars of Ioun," as they have been affectionately labeled, are as follows.

Carreallan Marlais: Carreallan is known for her willingness to embrace change, and she has never been content to focus her study on a single field for more than a century. Now, when a mortal uses an *Ioun stone of adaptation*, she is accessing a bit of Carreallan's ability to thrive on change.

Tuveron Kero: Tuveron is known for his research on the nature of divinity. His findings have provided more information on the topic than any other work, and Ioun told him that he might know her better than she knows herself. Tuveron's incredible knowledge of the gods is accessed when someone uses an *Ioun stone of divine knowledge*.

Lar Kay Kiri: Ioun honored Lar Kay as a result of what started as a "side project" but soon became his life's work. He mastered the spoken and written word in all forms and languages, and those who use an *Ioun stone of perfect language* access this quality.

Garaji Tourmarii: A talented sage whose efforts often met with ill fortune, Garaji never faltered in his dedication to learning. When an individual uses an *Ioun stone of regeneration*, he or she is relying upon Garaji's ability to pick himself back up from defeat.

Lowea Dequot: Lowea is a tenacious sage who refused to abandon her theories despite adversity. Her devotion to her beliefs eventually brought her success, and those same reserves are tapped when someone uses an *Ioun stone of steadfastness*.

Hamail Freo: Known for his ability to focus only on his work, even to the point of eschewing food and drink for weeks on end, Hamail had a miraculous talent to subsist solely on his love for his work. When someone uses an *Ioun stone of sustenance*, they call upon Hamail's focus and endurance.

Jalarae Lillim: This sage's knack for identifying the flaws in false tales and pointing out the faults in manipulated texts has yet to be matched. Those who use an *Ioun stone of true sight* gain only a taste of Jalarae's perceptive powers.

PLOT HOOKS

- Vecna and his followers seek to undo the work of Ioun and the residents of the Swan Tower. In pursuit of this goal, one devoted to Vecna might attempt to sneak into the tower and steal a scroll or tome of significance. Although the scribes can trace the location of a stolen work with relative ease, reclaiming it might not be a simple task. Moreover, who's to say that Vecna and his priests haven't come up with a way of masking or removing the musical encoding on the works of the tower?
- Prophecies and powerful visions of the future that are experienced by the seers of the Swan Tower provide an excellent way of delivering new quests to your characters. This holds especially true if one or more of the heroes follow Ioun. In addition, a message from the seers can help guide characters onto the right path if they are lost in a current adventure, thereby getting back to the fun in an interesting way. Just remember to keep the proper perspective for the seers. If they're looking for heroes to deal with a future concern, the vision inspiring them to interact with the heroes should be serious.

Epic Destiny: Sage of the Swan Tower

Prerequisite: 21st level, must worship Ioun

Your ceaseless drive to learn and your devotion to Ioun has enabled you to attain a status few others can claim. As a Sage of the Swan Tower, you have gained access to the glorious Halls of Enlightenment and can call upon its infinite knowledge. You, however, are not like the other sages. You find the traditional method of learning through reading to be insufficient and spend much of your time in the field, acquiring new knowledge and testing theories.

Each new nugget of information—each new revelation—brings you closer to the goal that you have held in your heart for so long. You feel the call of Ioun as you achieve greater feats of discovery and demystify new layers of knowledge. Eventually your dream becomes reality, and you are invited to become one of the timeless sages of the Swan Tower.

Life among your fellow sages in Kerith-Ald is all you hoped it would be, yet you see more potential for yourself every time you visit the Pillars of Ioun. It has been a long time since Ioun has honored one of her sages in such a way. Perhaps with some perseverance you can come to deserve your own alabaster monument.

Level 21: Expert in Your Field

You have proven your capability to research and learn. Your knowledge in your chosen field is therefore superior to others.

Benefit: Increase your Intelligence or Wisdom score by 2. In addition, select one of the following skills in which you have training: Arcana, Dungeoneering, History, Nature, or Religion. Whenever you make a check using the selected skill, you can roll twice and use either result.

Level 24: Divine Arcana

The edge between the divine and the arcane becomes more blurred for you.

Benefit: When you use an arcane attack power, you gain combat advantage on your next use of a divine attack power before the end of your next turn. When you use a divine attack power, you gain combat advantage on your next use of an arcane attack power before the end of your next turn.

Level 26: Knowledge Applied

The knowledge you access through the Swan Tower is not for you alone. You have developed the ability to quickly impart information to an ally in time of need.

Knowledge Applied — Sage of the Swan Tower Utility 26

Tapping into the knowledge contained in the Swan Tower, you guide an ally's actions toward success.

Encounter ✦ Arcane, Divine
Free Action **Close** burst 5
Trigger: An ally in the burst fails a skill check, an ability check, or a saving throw.
Effect: The triggering ally can make a new roll, with a power bonus equal to your Intelligence or Wisdom modifier. The ally can use either roll.

Level 30: Secret of the Pillars

The Pillars of Ioun were gifted with more than just their monuments. Ioun blessed them with the ability to receive flashes of the immediate future in times of mortal danger.

Benefit: Once per encounter, you can make an Intelligence check or a Wisdom check as a free action when you take damage. Subtract the result of that check from the damage you take.

New Divine Boon: Link to the Pillars

As a reward for her most stalwart followers, Ioun sometimes grants a magical connection to the power within the monuments of the Pillars of Ioun.

Link to the Pillars — Level 7+ Uncommon

You have a divine connection to the Pillars of Ioun and can leverage their might.

Lvl 7	2,600 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		

Divine Boon
Property: You gain a +2 item bonus to any skill check required by a ritual.
Level 17 or 22: +4 item bonus.
Level 27: +6 item bonus.
Power (Daily): Immediate Interrupt. *Trigger:* You take damage of a specific type. *Effect:* You gain resist 5 to the triggering damage type. If the triggering damage has more than one type, then you choose one of its types. This effect lasts until the end of the encounter.
Level 12 or 17: Resist 10.
Level 22 or 27: Resist 15.

About the Author

Ken Silverman is a wannabe writer who decided to get rid of the "wannabe." He lives in a cozy home with his beloved wife and their menagerie—an angel, an admiral, and two godlings. He thanks them for their words, barks, and meows of encouragement.

Updated April 6, 2011

Warlord

Illustrations by McLean Kendree, William O'Connor, Ben Wootten, and Zoltan Boros & Gabor Szikszai

Why This Is the Class for You: You like a playing a character who leads from the front, who fosters talent and helps your companions find success in all they do.

A warrior can learn much from history, for war stains its pages. Every conflict that has erupted between peoples, every battle that forged an empire, and every failure that led to that empire's fall prove instructive to those who study them. The warlord is a military leader, a skilled commander gifted with tactical genius, keen insight, an inspiring personality, or some other asset that convinces others to follow him or her into danger. Warlords draw from their experiences and the maneuvers and tactics used by their predecessors to dictate a battle's terms. Their commands compel others to action. Their plans can shatter an enemy's offensive. Even their mere words can stir hearts and ease wounds. With a warlord in charge, there's little an adventuring group cannot do.

Each warlord earns the right to command because he or she has a special talent. Tactical genius is enough for most. Others have personalities so strong they can convince others to adopt their cause. Some warlords favor brash action, while others have a knack for finding more subtle solutions to problems. Whatever form a warlord's leadership ability takes, it improves and emboldens those who fight at his or her side.

Some warlords are chieftains who work to raise their standing through their accomplishments in the field. Others take up the profession because they feel called to fight for some noble end and to attract like-minded people to fight at their side. Warlords can be found among mercenary bands, scouts, military units, militias, and just about anywhere where warriors gather to fight.

The type of warlord you can create with this book is the marshal, which first appeared in the *Player's Handbook* as the warlord.

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Marshal

Martial Leader: You rally your companions with a mixture of shouted commands and cunning stratagems, leading them to victory through superior tactics.

Key Abilities: Strength; Intelligence or Charisma

When dark forces muster in the wilderness, when hosts of monsters assemble to sack civilization's last redoubts, it falls to the marshal to lead the warriors in defense of their lands. Marshals draw from their experience and passion to lend courage, skill, and hope to those under their command. A warlord forms the iron core of any unit of soldiers, uniting their purpose and bolstering their commitment to see the conflict to its conclusion.

A marshal's talents can come from many different aspects of personality or endeavor. Some depend on their bravado, goading their companions to take risks in order to reap great rewards. Others have keen insight into their enemies' minds. Some marshals specialize in hit-and-run tactics, and others are resourceful leaders who always have some trick up their sleeves. The most common marshals include those whose presence alone is enough to bind disparate heroes together and the tactical savants who spot weaknesses and exploit them.

Marshals develop specialized combat maneuvers called exploits. In their elementary form, they are strikes and commands designed to shift the battle toward a more favorable outcome. In addition to these exploits, marshals issue commands and orders that improve their allies' performance. Some of these commands can restore health and vigor, while others make allies more alert and ready for new challenges.

Most marshals have already had experience in the field, even if it came from leading a tiny expedition. Some are former military leaders who have relinquished their commands to seek their fortunes in the world. Others might have lost their units and be out for revenge against the enemy that brought them to ruin. Whatever the individual's triumphs or defeats were before becoming an adventurer, every marshal has the ability to lead, and lead well.

Creating a Marshal

This section walks you through the steps of creating a marshal. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race. Dragonborn and human are particularly good choices for a marshal.

Dragonborn

Every dragonborn inherits the legacy of Arkhosia, the memory of a once great and mighty empire founded on principles of excellence. Dragonborn marshals study the ancient fighting techniques their people used in the war against Bael Turath and improve on them to make sure they never fail again. Dragonborn are strong enough to lead and have the personalities to inspire people to live up to their examples.

Dragonborn marshals who uphold justice and good often worship Bahamut, while those who fight for personal glory or treasure might favor Kord.

Human

Natural adaptability is what makes humans so well suited to become marshals. An enemy's best plans go to waste against these ingenious leaders. Human marshals tend to hold positions of responsibility, leading knights and slayers into battle. Their keen minds prove to be powerful assets in the ongoing war against the encroaching darkness.

Bahamut appeals to many virtuous human marshals, while unaligned marshals favor Erathis.

Marshal Traits

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +1 to Fortitude, +1 to Will

Healing Surges per Day: 7 + your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail, light shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha)

Trained Skills: Four from the list of class skills

Commanding Presence

Warlords are powerful melee warriors in their own right, able to hold the front lines when they must. Where they truly shine, however, is in their leadership ability. A marshal's presence can shape a battle's outcome, help allies find new reserves, or reveal an opportunity to seize a swift victory. Your demeanor and your approach determine how you lead your allies, whether you inspire them to push harder and reach farther or you command them to take advantage of your enemies' vulnerabilities.

When you create a marshal, you choose one form of the Commanding Presence class feature. Before you make this decision, think about what kind of marshal you want to play. Inspiring Presence lets you lead by example, stirring courage in your ally's hearts and helping them win the day. If you want to be a cunning tactician, a brilliant warrior able to outwit any foe, then Tactical Presence is probably more suitable.

Choose one of the following forms of Commanding Presence. See page 167 for details on their benefits.

Inspiring Presence

You lead by exhortation, encouragement, and inspiration. You lead by helping your allies shrug off their injuries and find new resources within themselves. An ally in your presence can overcome adversity, ignore injuries, and keep fighting well beyond the normal limit of his or her capabilities. Many dragonborn marshals favor the Inspiring Presence feature since it works well with their high Charisma.

Tactical Presence

Quick thinking, cunning strategy, and tactical superiority define your command. You see the battlefield through trained eyes. You can spot openings and direct your companions to exploit them. Under your command, your allies can make extra attacks or find their weapons and spells hitting with far more force. You can also ensnare enemies in your plans, creating new chances to win when none before existed. If you chose eladrin as your race, this option is best for you.

Ability Scores

Determine your ability scores. Strength is your most important ability, since it is the ability you use to make attacks. Your second-highest ability score depends on the choice you made for Commanding Presence. A high Charisma combined with Inspiring Presence helps your allies recover from their injuries more quickly. If you chose Tactical Presence, a high Intelligence helps your allies' accuracy when they make attacks from spending action points.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other ability scores help define your character's details. With a high Wisdom score, you might have once commanded a group of scouts or sentinels. Your sharp eyes served as a critical early warning mechanism for your community or allies. With a good Dexterity, you might have fought as a skirmisher, relying on light armor and speed to hit your enemies and escape before they could respond.

Skills

At 1st level, you choose four trained skills from the following list of class skills: Athletics, Diplomacy, Endurance, Heal, History, and Intimidate.

Your trained skills should reflect your interests and background. If, for example, you choose Athletics and Endurance, you might have spent your earlier life in the field, learning to lead by taking the battle to

A dwarf warlord

the enemy. Diplomacy and History suggest that you might have pored over manuscripts, spent time at court, or otherwise been associated with refined society.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Marshal Heroic Tier table on page 167.

Your choice for the Commanding Presence class feature is a good indicator of which powers you should start with. Choosing Inspiring Presence implies that you lead by example. *Furious smash* and *viper's strike* inspire allies to follow your lead. If you have a Charisma bonus of +2 or higher, *guarding attack* is a good choice for your encounter power. For your daily power, consider *bastion of defense* to help protect your allies.

An eladrin marshal stands ready for battle

If you chose Tactical Presence, you are good at ferreting out openings and seizing the advantage. For at-will powers, look to *commander's strike* and *wolf pack tactics*, since they help you direct your allies to go and attack where you need them. *Warlord's favor* is a good choice if you also have an Intelligence bonus of +2 or higher, and *lead the attack* bolsters your allies' accuracy when you need to secure a quick victory.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. When choosing your first feat, think about your role on the battlefield. If you plan to fight on the front lines, armor training and weapon training feats are good ones to consider. If you expect to spend most of your time behind the line, take a look at the quick reaction feats. These feats can boost your ability to respond to new threats and anticipate them before they attack.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, and chainmail. You can also use light shields. You have proficiency with the following weapon types: simple melee, military melee, and simple ranged.

You have 100 gp with which you can purchase equipment. Unless you have a Dexterity of 16 or higher, purchase chainmail. If you prefer defense, you can also pick up a light shield and a one-handed weapon, preferably a high-accuracy weapon such as the longsword. If you want to be more aggressive, consider a longspear. It's a reach weapon, so it lets you attack enemies from behind defenders. With your remaining funds, purchase one or two heavy thrown weapons.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +1 bonus to Fortitude and a +1 bonus to Will

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 7 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you hope to fight against evil, to rally the forces of good and make a stand against the darkness? You're probably lawful good or good. If you would rather fight to carve your name in history, for glory, or gold, you're probably unaligned.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

Heroic Marshal

A marshal in the heroic tier has enough tactical and combat experience to apply it in useful ways on the battlefield. The powers you learn establish your preferred style and create a foundation for what's to come.

MARSHAL HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Combat Leader Commanding Presence *Inspiring word* At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	—	Encounter power
3,750	4	+1	Ability score increase
5,500	5	—	Daily power
7,500	6	+1	Utility power
10,000	7	—	Encounter power
13,000	8	+1	Ability score increase
16,500	9	—	Daily power
20,500	10	+1	Utility power

Level 1: Combat Leader

It's your job to assess the battlefield, to monitor your allies and enemies, and react as appropriate to the situation. Your vigilance translates into an urgency to face the enemy wherever it appears.

Benefit: You and each ally within 10 squares of you who can see and hear you gain a +2 power bonus to initiative.

Level 1: Commanding Presence

Your mere presence on the battlefield is enough to encourage your allies to push themselves beyond their limits and realize their true potential. How this presence manifests depends on your approach to command.

You gain one of the benefits described below, depending on your choice of Commanding Presence. Your choice also provides additional benefits to certain warlord powers, as detailed in those powers' descriptions.

Inspiring Presence

You lead by helping your allies find courage and endurance within themselves. When your allies push themselves, they feel a swell of confidence to help them overcome their injuries.

Benefit: When an ally who can see you spends an action point to take an extra action, that ally also regains hit points equal to one-half your level + your Charisma modifier.

If the ally can see multiple warlord allies who have this class feature, the ally regains hit points from only one of them (the ally's choice).

Tactical Presence

You enable your allies to perform with speed and accuracy, urging them to maneuver into position and take every advantage you point out to them. When your allies push themselves to make an extra strike, you point out the best place for them to attack.

Benefit: When an ally you can see spends an action point to make an attack, the ally gains a bonus to the first attack roll of that attack. The bonus equals half your Intelligence modifier.

If multiple warlord allies who have this class feature can see the ally, he or she gains the bonus from only one of them (the ally's choice).

Level 1: Inspiring Word

You grant your comrade additional resilience with nothing more than a shout of encouragement.

Benefit: You gain the *inspiring word* power.

Inspiring Word — Warlord Utility

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Encounter (Special) ✦ Martial, Healing
Minor Action **Close** burst 5 (10 at 11th level, 15 at 21st level)
Target: You or one ally in the burst
Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Level 6: 2d6 additional hit points.
Level 11: 3d6 additional hit points.
Level 16: 4d6 additional hit points.
Level 21: 5d6 additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Level 1: At-Will Powers

The first powers you learn are mastered through experience, skill, and daring. You have refined your tactics through trial and error and applied your experience to your weapon attacks and commands.

Benefit: You gain two 1st-level warlord at-will attack powers of your choice.

Commander's Strike

Your keen eye scans the battlefield, looking for openings for your allies to attack. When you spot one, you can bark a signal letting your ally know the time to strike is now. With your guidance, a simple attack can deliver significant damage.

Commander's Strike — Warlord Attack 1

With a shout, you command an ally to attack an enemy within your reach.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Effect: One of your allies can take a free action to make a melee basic attack against the target. The ally gains a bonus to the damage roll equal to your Intelligence modifier.

Furious Smash

When you lash out at an opponent, you can forego dealing some damage to channel your fury into a nearby ally. Your comrade can draw upon your example to gain accuracy and power for any attack he or she makes.

Furious Smash — Warlord Attack 1

You deliver a smashing blow to a foe that gets its attention more than harms it, encouraging an ally to hit the enemy where it hurts.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Fortitude
Hit: Strength modifier damage. Choose an ally adjacent to you or to the target. The ally gains a power bonus to the next attack roll and damage roll that he or she makes against the target before the end of his or her next turn. The power bonus equals your Charisma modifier.

Viper's Strike

Your tactical expertise comes into play whenever you attack. Using this exploit creates a trap for your enemy. If it tries to maneuver around you, your ally can spring into action.

Viper's Strike — Warlord Attack 1

You trick your adversary into making a tactical error that gives your comrade a chance to strike.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Level 21: 2[W] + Strength modifier damage.
Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Wolf Pack Tactics

Positioning is vital to winning battles, as every warlord knows. *Wolf pack tactics* enables a nearby ally to move to a better spot. You can have an ally move into a flanking position to boost your or another ally's accuracy, or this power can let an injured companion retreat.

Wolf Pack Tactics — Warlord Attack 1

You attack your enemy with a well-placed blow, allowing a comrade to get into better position.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Effect: Before the attack, an ally adjacent to you or to the target can shift 1 square as a free action.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Level 21: 2[W] + Strength modifier damage.

Level 1: Encounter Power

Special circumstances must arise before you can use more advanced stratagems. You know one exploit you can put into use once each battle.

Benefit: You gain a 1st-level warlord encounter attack power of your choice.

Guarding Attack

A marshal must always be ready to support his or her allies, whether in the form of lending aid to their attacks or giving them a chance to catch their breath. With this exploit, you can smash an enemy that has one of your friends on the ropes and protect him or her from harm.

Guarding Attack — Warlord Attack 1

With a calculated strike, you knock your enemy off balance, granting a comrade some protection against the villain's attacks.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. One ally adjacent to you or to the target gains a +2 power bonus to AC against the target's attacks. The bonus lasts until the end of your next turn.
Inspiring Presence: The bonus equals 1 + your Charisma modifier.

Hammer and Anvil

Many warlords lead by example, filling their allies' hearts with the courage to face terrifying enemies. A hit using *hammer and anvil* prompts an ally to follow your lead. Make the most of this exploit by flanking with a melee striker first.

Hammer and Anvil — Warlord Attack 1

You land a ringing blow against your foe, inspiring a nearby ally to do the same, but harder.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier damage. One ally adjacent to the target can make a melee basic attack against it as a free action, with a bonus to the damage roll equal to your Charisma modifier.

Leaf on the Wind

Every battle line has its weak spots, and with *leaf on the wind* you can locate them. When your foes block your path to more vulnerable enemies, you can use this exploit to draw an enemy forward and let yourself or an ally slip through to the other side.

Leaf on the Wind — Warlord Attack 1

As if your enemy were a leaf caught in the autumn wind, your attack maneuvers it as you wish, forcing it to yield ground to one of your allies.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. You (only if you are adjacent to the target) or one ally adjacent to the target can take a free action to swap places with it, sliding it 1 square and shifting 1 square.

Warlord's Favor

You can assess the tactical situation with a glance and in doing so find ways to get the upper hand. A shout after you hit with *warlord's favor* shares your insight with a nearby ally so you can both concentrate your attacks in one place.

Warlord's Favor — Warlord Attack 1

With a calculated blow, you leave your enemy exposed to a comrade's attack.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.
Tactical Presence: The bonus equals 1 + your Intelligence modifier.

Level 1: Daily Power

When you use your daily attack power, you set in motion your plan to secure a swift victory. These exploits require time and opportunity to set up, and the chance to use one of them never arises more than once a day.

Benefit: You gain a 1st-level warlord daily attack power of your choice.

Bastion of Defense

Standing in the battle's midst, you exhort your allies to find their courage, to remember the purpose for which they fight, as you treat an enemy to an exceptionally powerful attack. Your words and actions can focus your companions and steel their resolve.

Bastion of Defense — **Warlord Attack 1**

You strike your foe a mighty blow, rallying your friends as they witness the path to glory.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Each ally within 5 squares of you gains a +1 power bonus to all defenses until the end of the encounter.
Effect: Each ally within 5 squares of you gains temporary hit points equal to 5 + your Charisma modifier.

Lead the Attack

The quickest way to disorganize an enemy is to defeat its leaders or champions. You single out the most important foe in the combat and engage it. Allies who are near you recognize your intent and are better able to help defeat this key opponent.

Lead the Attack — **Warlord Attack 1**

Under your direction, arrows hit their marks and blades drive home.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Until the end of your next turn, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.
Miss: Half damage. Until the end of your next turn, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Pin the Foe

A perfect exploit for containing a mobile opponent, *pin the foe* works only when you have at least one other ally involved. Before making the attack, make sure you have flanking with a defender or a melee striker. This way, you have a better chance to hit the first time, and you both can make opportunity attacks if the foe tries to escape.

Pin the Foe — **Warlord Attack 1**

Your attack positions your enemy so that no matter where it turns, one of your allies is waiting.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

White Raven Onslaught

Many tactics that warlords use derive from ancient fighting traditions. The White Raven school was one of history's famous institutions, and it created a whole generation of battle leaders who extolled the value of teamwork.

White Raven Onslaught — **Warlord Attack 1**

You deliver a slashing blow, moving your foe as you wish about the battlefield and showing your comrades how to take advantage of your enemy's poor positioning.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you can slide an ally adjacent to you 1 square. Until the end of the encounter, immediately after you or an ally within 10 squares of you hits with an attack, that attacker can slide an ally adjacent to him or her 1 square.
Miss: Choose an ally within 10 squares of you. Until the end of the encounter, immediately after the ally hits with an attack, he or she can slide an ally adjacent to him or her 1 square.

Level 2: Utility Power

As your experience on the battlefield grows, you develop a new way to aid your allies and outmaneuver your enemies.

Benefit: You gain a 2nd-level warlord utility power of your choice.

Aid the Injured An ally beset by injuries has nothing to fear when you're nearby. A soothing word, a quick patch, and your companion is almost as good as new.

Aid the Injured — Warlord Utility 2

Your presence is both a comfort and an inspiration to an ally.

Encounter ✦ Healing, Martial
Standard Action **Melee** 1
Target: You or one ally
Effect: The target can spend a healing surge.

Crescendo of Violence A good leader rewards his or her charges when they succeed. An ally's remarkable performance elicits a word of praise to encourage that ally to keep on fighting.

Crescendo of Violence — Warlord Utility 2

When one of your allies delivers a telling blow on a foe, you offer encouragement to help your friend finish the fight.

Encounter ✦ Martial
Immediate Reaction **Ranged** 5
Trigger: An ally within 5 squares of you scores a critical hit.
Target: The triggering ally
Effect: The target gains temporary hit points equal to your Charisma modifier.

Knight's Move Plans change as new developments on the battlefield arise. Anticipating these changes and directing your allies is crucial to keeping pressure on your opponents. *Knight's move* enables you to give up your move action to let an ally in range get into position.

Knight's Move — Warlord Utility 2

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.

Encounter ✦ Martial
Move Action **Ranged** 10
Target: One ally
Effect: The target can take a move action as a free action.

Shake It Off No matter what hurts you sustain, what injuries you accumulate, your objective should always be fixed in your mind. An exhortation can help you or an ally regain clarity, stanch a bleeding wound, or overcome some other dangerous effect.

Shake It Off — Warlord Utility 2

You offer strong words of encouragement to offset a debilitating effect.

Encounter ✦ Martial
Minor Action **Ranged** 10
Target: You or one ally
Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.

Level 3: Encounter Power

Throughout your initial adventures, you observe and conceive of new battlefield techniques to aid your allies in battle, giving you another weapon in your arsenal.

Benefit: You gain a new warlord encounter attack power of your level or lower.

Hold the Line When the shrieking hordes come tumbling out from the darkness, it falls to you to keep your team fighting as a unit, to hold the battle line and not budge from your spots. If you give an inch, you might as well give the enemy a mile. Using a polearm with this power lets you attack from behind tough defenders and melee strikers.

Hold the Line — Warlord Attack 3

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Effect: Until the end of your next turn, allies gain both a +2 power bonus to AC and cannot be pulled, pushed, or slid while adjacent to you.

Inspiring War Cry

You are such a strong leader that your battle cries alone are enough to help allies shake off troubling conditions and keep fighting. The saving throw an ally can make could also be a death saving throw, giving a fallen companion another chance to regain his or her feet. However, this is risky since a failure counts toward the limits on failed death saving throws.

Inspiring War Cry — **Warlord Attack 3**

As you strike, you shout a fierce war cry that heartens a nearby ally, jolting your friend out of succumbing to his or her troubles.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: One ally who can hear you and is within 5 squares of you can make a saving throw.

Steel Monsoon

What looks like an aggressive attack is nothing more than a ruse to maneuver your allies to where they can be most effective. Any marshal can use this exploit, but those with Tactical Presence can put it to maximum benefit.

Steel Monsoon — **Warlord Attack 3**

You leap into the fray with a wild, whirling attack, but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square as a free action.
Tactical Presence: The number of allies who can shift equals your Intelligence modifier.

Warlord's Strike

How your allies perceive your enemies plays into your opponents' strength. When you reveal that your foes can bleed, feel pain, and perhaps even suffer, you give your allies the needed inspiration to take the monster down.

Warlord's Strike — **Warlord Attack 3**

One convincing strike is all you need to expose the enemy's weakness and spur your allies into finishing it off.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, each of your allies gains a +2 bonus to damage rolls against the target.
Inspiring Presence: The bonus equals 1 + your Charisma modifier.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

Your focus on advance stratagems rewards you with a new and powerful exploit useful against even the toughest enemies.

Benefit: You gain a new warlord daily attack power of your level or lower.

Stand the Fallen

Bad luck, poor choices, and overwhelming numbers can all dash your plans. The trick is not to let your setbacks demoralize you. With *stand the fallen*, you rally your allies and restore their confidence that they can indeed win this fight.

Stand the Fallen — **Warlord Attack 5**

You make a powerful strike against your enemy and call to your comrades, lifting their spirits and restoring their battle lust.

Daily ✦ Healing, Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Each ally within 10 squares of you can spend a healing surge and regains additional hit points equal to your Charisma modifier.

Turning Point

Your attack can salvage a disastrous situation to save yourself or an ally from a debilitating effect. The strike presses the enemy enough so that you or a companion can douse flames or overcome a charm. Given what happens on a miss, you should try to save this power for use against enemies that can bestow effects a save can end and that have these effects in play.

Turning Point — **Warlord Attack 5**

A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off a hindering effect.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. You or one ally within 5 squares of you can make a saving throw.
Miss: You or one ally within 5 squares of you can make a saving throw against one effect that the target caused and that a save can end.

Villain's Nightmare

Containment is often the way to victory. *Villain's nightmare* lets you step into the defender's role by shutting down an enemy's movement.

Villain's Nightmare — **Warlord Attack 5**

You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing it from moving away from you.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Level 6: Utility Power

The more battles you fight and win, the more tricks and techniques you come up with to aid you down the road.

Benefit: You gain a new warlord utility power of your level or lower.

Guide the Charge

Your ally speeds toward an enemy, barreling across the battlefield to speed the foe to the grave. You see an opening and shout out advice to your companion so that when he or she hits, the foe will fall back after being hit with the strike you guided.

Guide the Charge — **Warlord Utility 6**

You direct your ally's charge, allowing him or her to strike a deadly blow that pushes the foe backward.

Encounter ✦ Martial
Immediate Interrupt **Ranged** 10
Trigger: An ally within 10 squares of you charges a creature.
Target: The triggering ally
Effect: If the charge attack hits, the target gains a bonus to the damage roll equal to your Intelligence modifier, and he or she pushes the charged creature up to 2 squares. The target can then shift up to 2 squares to a square adjacent to the creature.

Inspiring Reaction

Taking hits is all part of the combat experience. You simply can't stop every attack—but what you can do is prevent one from dropping an indispensable ally. Use this exploit to keep a defender from taking so much damage that he or she can't continue the fight.

Inspiring Reaction — **Warlord Utility 6**

As soon as an ally is wounded, you spring forward to keep your friend standing.

Encounter ✦ Healing, Martial
Immediate Reaction **Melee** 1
Trigger: You or an ally adjacent to you takes damage.
Target: The character who takes the damage
Effect: The target can spend a healing surge and regains additional hit points equal to your Charisma modifier.

Quick Step

When you use *quick step*, you urge an ally to move faster, to push himself or herself harder to go where you need.

Quick Step — **Warlord Utility 6**

You spur an ally to move faster.

Daily ✦ Martial
Minor Action **Ranged** 10
Target: One ally
Effect: The target gains a +2 power bonus to speed until the end of the encounter.

Stand Tough As injuries mount and battle lines are pushed to the point of breaking, you can use this exploit to help allies stand fast and keep fighting. Your words diminish their pain and help your friends ignore the wounds they've sustained.

Stand Tough — Warlord Utility 6

You fortify your allies with a few words of encouragement.

Daily ✦ Healing, Martial
Minor Action **Close** burst 5
Target: You and each ally in the burst
Effect: Each target regains hit points equal to 10 + your Charisma modifier.

Level 7: Encounter Power

No matter how you lead, whether by inspiration or superior tactics, your leadership qualities evolve, and you add another exploit to your bag of tricks.

Benefit: You gain a new warlord encounter attack power of your level or lower.

Lion's Roar There are times for caution, and then there are times for action. Once you set up your tactics, you can throw yourself into the battle. Your roar can lift your spirits or those of an ally. This power is best used midway or late in a battle when the healing is most needed.

Lion's Roar — Warlord Attack 7

With a bloodcurdling roar, you attack your foe, breaking through its defenses. The ferocity of the attack reinvigorates you or an ally in need.

Encounter ✦ Healing, Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You or one ally within 5 squares of you can spend a healing surge.
Inspiring Presence: If an ally spends the healing surge, he or she gains additional hit points equal to your Charisma modifier.

Sunder Armor As talented as you are in assessing battlefield conditions, you are especially good at finding vulnerabilities in your enemies. A hit using *sunder armor* exposes a weak spot long enough for you and your allies to exploit it.

Sunder Armor — Warlord Attack 7

You probe the defenses of your foe until you can land a blow that momentarily leaves it susceptible to other attacks.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, you and your allies can score a critical hit against the target on a roll of 18–20.

Surprise Attack One route to victory is to defeat your enemies' expectations through ambush, surprise, and cunning tactics. With this exploit, you set up an ally to make an attack from an unexpected direction. To concentrate your attacks, consider using this power while you have an ally adjacent to a target. If the ally is a rogue, wait for a round in which he or she hasn't yet used Sneak Attack.

Surprise Attack — Warlord Attack 7

As you attack amid the chaos of battle, you take an opportunity to direct an ally to attack a distracted foe.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage. One ally within 5 squares of you can take a free action to make a basic attack with combat advantage against a creature of his or her choice.
Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

Surround Foe The more allies you put around an enemy, the fewer the avenues by which it can escape. When possible, use this power to set up an ally to flank with a different ally, especially in situations where they both can act before the target does so.

Surround Foe — Warlord Attack 7

You contain your foe, enabling one of your allies to move behind it.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You slide one ally adjacent to the target up to 5 squares to another square adjacent to the target. You can slide the ally through the target's space.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Power

You have been victorious throughout your career, and from your achievements you have learned a new exploit to carry you into the paragon tier.

Benefit: You gain a new warlord daily attack power of your level or lower.

Iron Dragon Charge

An excellent opening move, *iron dragon charge* lets you close on a foe and bring an ally with you. Your enthusiasm proves infectious, and when you charge, your allies feel driven to join you in the slaughter.

Iron Dragon Charge — Warlord Attack 9

Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Effect: You charge and make the following attack in place of a melee basic attack.
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, when you charge a creature, choose an ally within 5 squares of where you start the charge. That ally can charge the same creature as an immediate reaction.

Knock Them Down

You can turn the tide of battle by using this maneuver. *Knock them down* delivers an attack that not only sends your enemy to the ground but inspires your allies to move and topple their enemies as well. One by one the enemies fall, and until they regain their feet, your companions can dispatch them with ease.

Knock Them Down — Warlord Attack 9

Seeing a weakness among your foes' defenses, you deliver a low, sweeping blow that knocks your enemy off its feet. Your allies follow your lead.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target falls prone. In addition, each ally within 10 squares of you can take a free action to move up to 3 squares and make a melee basic attack. If that attack hits, its target takes no damage, but falls prone.
Miss: Half damage, and the target falls prone.

White Raven Strike

Another example of the White Raven methods, this exploit breeds courage and confidence in your companions.

White Raven Strike — Warlord Attack 9

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Up to two allies within 10 squares of you gain 15 temporary hit points apiece. If you reduce the target to 0 hit points with this attack, the allies gain additional temporary hit points equal to your Charisma modifier.

Level 10: Utility Power

At the pinnacle of the heroic tier, you develop yet another way to tip the scales of battle in your favor.

Benefit: You gain a new warlord utility power of your level or lower.

Defensive Rally

The marshals who lose battles are the ones who don't recognize that their plans have begun to unravel. When resources flag and your companions waver, you can deliver a stirring speech to convince them to stand fast.

Defensive Rally — Warlord Utility 10

You address your comrades with instructions to help them prevail.

Daily ✦ Healing, Martial
Standard Action **Close** burst 5
Target: Each ally in the burst
Effect: Each target can spend a healing surge and make a saving throw against one effect that a save can end. In addition, each target gains a +2 power bonus to all defenses until the end of your next turn.

Ease Suffering

With you at their side, your allies can withstand incredible punishment. They ignore the flames licking their hides, the acid burning their flesh, and the blood spilling from their wounds.

Ease Suffering — Warlord Utility 10

Your nearby presence is enough to soften the plight of your allies.

Daily ✦ Martial
Minor Action **Personal**
Effect: Until the end of the encounter, allies ignore ongoing damage on any turn they start adjacent to you, neither taking the damage nor making saving throws to end it.

Tactical Shift

Your keen intellect helps you minimize the effect of disasters on the battlefield. When you see an attack about to hit a friend, you shout a warning so the imperiled ally can get out of the way. If the ally ends up getting a stronger position against a different foe, all the better.

Tactical Shift — Warlord Utility 10

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.

Daily ✦ Martial
Immediate Interrupt **Ranged** 10
Trigger: An ally is hit by a melee or a ranged attack
Target: The triggering ally
Effect: The ally can take a free action to shift a number of squares up to 1 + your Intelligence modifier.

Paragon Marshal

By the time you enter the paragon tier, you have made such a name for yourself that people everywhere know of your tactical genius and astonishing leadership ability. Military commanders might seek your advice, while nobles might recruit you to help refurbish their troops and protect their lands. You, however, look ahead to greater battlefields to find challenges worthy of your skill.

At 11th level, you choose a paragon path (see pages 200–207 for a selection of warlord paragon paths).

MARSHAL PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	–	Encounter power
47,000	14	+1	Ability score increase
57,000	15	–	Daily power
69,000	16	+1	Paragon path feature Utility power
83,000	17	–	Encounter power
99,000	18	+1	Ability score increase
119,000	19	–	Daily power
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

Level 13: Encounter Power

Looking back at your early exploits, you see flaws in your methods, holes in your plans. You shore up your tactics and improve upon them.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Beat Them into the Ground

As your prowess grows, you find opportunities to use your best tactics more frequently. *Beat them into the ground* enables you to derive similar tactical benefits to those offered by *knock them down*, except that you can use this new power once per battle instead of once per day.

Beat Them into the Ground — **Warlord Attack 13**

You sweep the legs out from under your adversary and knock it to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Fortitude
Hit: 2[W] + Strength modifier damage, and the target falls prone. In addition, each ally within 5 squares of you can take a free action to make a basic attack. If that attack hits, its target takes no damage, but falls prone.
Tactical Presence: Each ally gains a bonus to the attack roll equal to your Intelligence modifier.

Bolstering Blow

You are a beacon on the battlefield, and each successful attack you make builds hope and confidence in your allies. When a companion witnesses your attack strike home, he or she finds the courage to meet the challenge you all face.

Bolstering Blow — **Warlord Attack 13**

Your overwhelming attack against your enemy inspires a nearby ally to continue the fight.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you gains 10 temporary hit points.
Inspiring Presence: The temporary hit points equal 10 + your Charisma modifier.

Denying Smite

The foes you face in the paragon tier are better able to thwart even your best-laid plans. When an enemy slips through the front lines to strike at your less protected allies, you can move in and draw the foe's attention long enough for your allies to adjust their positions.

Denying Smite — **Warlord Attack 13**

No matter how your enemy maneuvers, something comes between it and its quarry—and that something is you.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Choose one ally within 5 squares of you. The target cannot attack that ally with melee or ranged attacks until the end of your next turn.

Fury of the Sirocco

Your commands and aid might draw unwanted attention from the enemy. If you find yourself surrounded, you can use this exploit to scatter your enemies and give you room to maneuver.

Fury of the Sirocco — **Warlord Attack 13**

The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you can slide the target 1 square.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

As you climb through the paragon tier, you face ever more dangerous foes. You realize the exploits you learned in the heroic tier are no longer sufficient to meet these new challenges.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Make Them Bleed

Marshals might offer commands to keep their allies in top shape, yet they can also instruct, describing a better way to fight. *Make them bleed* shows your allies how to strike at a foe to deliver bleeding wounds. Even as the enemy stanches one wound, an ally's attack delivers another.

Make Them Bleed — **Warlord Attack 15**

You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and ongoing 5 damage (save ends).
Effect: Until the end of the encounter, when you or an ally hits the target, it takes ongoing 5 damage (save ends).

Renew the Troops

When your allies' confidence begins to flag, bold action is required. With this exploit, you smash into an enemy to show your friends that all hope is not lost. *Renew the troops* is best used late in a battle when hit points are running low.

Renew the Troops — **Warlord Attack 15**

Seeing your enemy quail before your onslaught gives your allies the courage to fight on.

Daily ✦ Healing, Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Each ally who can see you regains hit points equal to his or her healing surge value + your Charisma modifier.
Miss: Each ally who can see you regains hit points equal to 10 + your Charisma modifier.

Warlord's Gambit

A dangerous ploy under any circumstances, *warlord's gambit* makes you the bait in a trap designed to destroy a tough enemy. This power works best when the party's defender is occupied. You want the target to attack you so that your strikers can pile on the damage. Grant these attacks to defenders only when you can't take any more damage.

Warlord's Gambit — **Warlord Attack 15**

You provoke your adversary with a bold stroke. Each time it lunges at you, it recklessly sets up your forces for victory.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Effect: Until the end of the encounter, the target gains a +2 bonus to attack rolls and damage rolls against you, and whenever it attacks you, choose an ally within a number of squares of you equal to your Intelligence modifier. That ally can make a basic attack against the target as an immediate interrupt.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Power

From your time fighting powerful creatures, you have come up with a new way to foil their attacks or protect your companions.

Benefit: You gain a new warlord utility power of your level or lower.

Hero's Defiance

Your enemies in the paragon tier can bestow a number of crippling effects upon you and your friends. High ongoing damage as well as stunning, dominating, or weakening effects can take an ally out of the action. Use this power to free an ally from one of these afflictions.

Hero's Defiance — **Warlord Utility 16**

You fight off an adverse condition or enable an ally to do the same.

Daily ✦ Martial
Standard Action **Ranged** 10
Target: You or one ally
Effect: The target can end one effect on it that a save can end.

Warlord's Banner

You find new ways to keep your allies fighting. *Warlord's banner* gives you another method for enabling your allies to recover from injuries and renewing their focus on defeating the enemy.

Warlord's Banner — **Warlord Utility 16**

You rally your comrades before sending them into battle.

Encounter ✦ Healing, Martial
Standard Action **Close** burst 5
Target: Each ally in the burst
Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

White Raven Formation

The White Raven discipline taught students to monitor soldiers under their command, to always adjust and alter their tactics to respond to changes on the battlefield. This power reflects that awareness and your ability to maneuver allies where they can be more effective.

White Raven Formation — **Warlord Utility 16**

You forego attacks to focus on redirecting your allies' positioning.

Daily ✦ Martial
Standard Action **Close** burst 5
Target: Each ally in the burst
Effect: Each target can take a move action as a free action.

Level 17: Encounter Powers

You discard a lesser exploit in favor of one better suited for the dangers you face.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Battle On

You take the bite out of debilitating effects when you use *battle on*. A shout and a strike are all you need to help your allies to shake off the worst your enemy can deliver.

Battle On — **Warlord Attack 17**

You rally your forces with a battle cry and a calculated blow against the enemy.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and each ally within 5 squares of you can make a saving throw.
Inspiring Presence: Each ally gains a bonus to the saving throw equal to your Charisma modifier.

Hail of Steel

You lead a concentrated attack against a single target. The more allies that are around you, the more effective the attack becomes. Be sure you have all your allies in position before using this power.

Hail of Steel — **Warlord Attack 17**

You deliver a well-placed strike against your foe and call your comrades to do the same. They pelt the enemy with attacks.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and each ally within 5 squares of you can make a basic attack against the target as a free action.

Thunderous Fury

By using this exploit, you encourage allies to focus their attacks against a single target by staggering that enemy with a potent strike.

Thunderous Fury — **Warlord Attack 17**

You strike your enemy with a furious blow that creates a momentary lull in the fighting, giving you a chance to direct your allies to victory.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Tactical Presence: Until the end of your next turn, each of your allies gains a power bonus to attack rolls against the target equal to your Intelligence modifier.

Warlord's Rush

This power is useful when you need to shift the party's focus to a different enemy or to enable allies to move into more advantageous positions. After you hit, everyone who can see you springs into motion.

Warlord's Rush — **Warlord Attack 17**

Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along by the force of your wrath.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and each ally who can see you can move up to his or her speed as a free action.
Miss: One ally who can see you can move up to his or her speed as a free action.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

Nearing the peak of the heroic tier, you can bring to bear some of the most innovative and effective stratagems available.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Break the Tempo

Your party's defender can't be everywhere at once. At times, you have to step into his or her role. With *break the tempo*, you commit yourself to frustrating an enemy's attacks long enough for help to arrive.

Break the Tempo — **Warlord Attack 19**

You deliver a punishing blow to your foe and then watch how it reacts, striking again when it leaves itself open and throwing it off balance.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Effect: Until the end of your next turn, you can use an immediate interrupt to move up to 4 squares and make a melee basic attack against the target if it makes an attack roll. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.
Sustain Minor: The effect persists until the end of your next turn.

Victory Surge

An aggressive and effective technique, *victory surge* helps your allies strike with greater frequency to hack and hew through the remaining foes. This exploit is useful for reaching the tipping point in a battle, letting you mop up the few lingering foes in short order.

Victory Surge — **Warlord Attack 19**

With a triumphant roar, you urge your allies to seize every opportunity and fight like never before.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the start of your next turn, each ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.
Miss: Until the start of your next turn, one ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.
Sustain Minor: Until the start of your next turn, one ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.

Windmill of Doom

One shout from you, and the allies surrounding your enemy strike as one. To realize the full benefit of *windmill of doom*, you must have your companions in position. A strong combination is to lead off with *warlord's rush* and spend an action point to use this power.

Windmill of Doom — **Warlord Attack 19**

You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and each ally of yours adjacent to the target can make a melee basic attack against it as a free action.
Miss: One ally of your choice adjacent to the target can make a melee basic attack against it as a free action.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

Epic Marshal

You are among the greatest commanders the world has ever known. Instead of kings seeking your guidance, you might find the gods themselves summoning you to lead their legions. The battlefields of the epic tier are far different from those you have faced before, and thus they demand new ideas and new exploits.

When your warlord reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

MARSHAL EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

You have planned for every eventuality and develop a technique aimed at thwarting whatever you enemy can throw at you.

Benefit: You gain a new warlord utility power of your level or lower.

Heart of the Titan

You call forth the champion that you know lives within your heart or that of an ally. Your target becomes an unstoppable warrior, able to ignore attacks and shrug off conditions and effect that would undo a lesser warrior. Since the effect wears off when the target loses temporary hit points equal to the ones gained, even if the target later gains more temporary hit points, be sure to track these temporary hit points separately.

Heart of the Titan — **Warlord Utility 22**

With great words of encouragement about glorious victory, you turn yourself or an ally into a battle-hardened juggernaut.

Daily ✦ Martial
Standard Action **Ranged** 10
Target: You or one ally
Effect: The target gains temporary hit points equal to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power, the target gains a bonus to damage rolls equal to your Charisma modifier and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.

Heroic Surge

Any ground your enemy gains against you is instantly undone when you use *heroic surge*. You'll want to save this power until around the middle of a fight, after you and your allies have taken significant damage.

Heroic Surge — **Warlord Utility 22**

The sight of one of your allies being harmed fills you with resolve and compassion, and you turn that dark moment into a heroic surge toward triumph.

Daily ✦ Healing, Martial
Immediate Reaction **Close** burst 5
Trigger: You or an ally within 5 squares of you takes damage.
Target: You and each ally in the burst
Effect: Each target can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Own the Battlefield

Your tactical prowess becomes so great that you can adjust your tactics on the fly. One command is all it takes to move nearby enemies to where your allies can set upon them.

Own the Battlefield — **Warlord Utility 22**

Like a puppet master, you position your enemies exactly where you want them.

Daily ✦ Martial
Standard Action **Close** burst 5
Target: Each enemy you can see in the burst
Effect: You slide the target a number of squares up to your Intelligence modifier, but not into hindering terrain.

A warlord and his archers give the manticore a taste of its own medicine

Level 23: Encounter Power

You abandon the last exploit from your time in the heroic tier to focus on tactics you need to survive the epic tier.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Great Dragon War Cry

Just as you can inspire others with your battle cries and your combat skill, so too can you demoralize those who stand against you. Your enemy shrinks back, seeing its death reflected in your eyes.

Great Dragon War Cry — **Warlord Attack 23**

You shout a terrifying battle cry as you attack, driving a wedge of doubt into your foe's mind. Your comrades, sensing the enemy's will breaking, redouble their efforts.

Encounter ✦ Fear, Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is weakened until the end of your next turn.
Inspiring Presence: Until the end of the encounter, your allies gain a power bonus to attack rolls against weakened enemies. The bonus equals your Charisma modifier.

Pillar to Post

As you battle your opponent, your ally slips into a flanking position. You seize upon the enemy's momentary panic to strike and send the foe back into your waiting ally's weapon, who in turn shoves it back to you for a second strike. When using this exploit, pair up with a melee striker such as a barbarian, hexblade, or rogue.

Pillar to Post — **Warlord Attack 23**

You strike your foe and send it stumbling into a waiting ally, who drives the foe back toward you.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature flanked by you and an ally
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make the secondary attack against the target.
Secondary Attack
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

Rabbits and Wolves

As evidence of your growing battle awareness and quick thinking, you send a strike into your foe and call forth needed reinforcements to shore up the battered front. This exploit is useful for freeing injured allies to attend to their wounds or for concentrating your party's attacks against a troublesome foe.

Rabbits and Wolves — **Warlord Attack 23**

Between swings and parries, you direct beleaguered allies to safety while calling in assistance from across the field.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage. Choose one or two allies within 10 squares of you. Each of those allies can shift up to his or her speed as a free action.

Sudden Assault

You have worked with your companions long enough for them to know your signals and act accordingly. In keeping with your plan, your strike is the call to action needed to put your tactic into motion.

Sudden Assault — Warlord Attack 23

Your quick, slashing blow against your enemy spurs an ally into action.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and one ally within 5 squares of you can take a standard action as a free action.
Tactical Presence: The ally gains a power bonus to attack rolls against creatures adjacent to you. The bonus equals your Intelligence modifier and applies only to attack rolls made using the standard action granted by this power.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Daily Power

You prove you are equal to the perils found in the epic tier by devising an even more effective and deadly exploit.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Relentless Assault

Caution has its place, but a wise marshal knows when to let loose the hounds and let the bloodlust take over. You give into your wrath by making a savage attack. Your allies respond in kind, surrendering to their rising anger.

Relentless Assault — Warlord Attack 25

You deliver a punishing strike that leaves your foe reeling. Your allies can see its distress and are inspired to greater heights of battle fury.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage.
Effect: Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as an opportunity action.

Stir the Hornet's Nest

The dragon flies overhead, refusing to engage you. Rather than face another blast of fire, you shout a challenge at the beast and hurl your weapon. If you hit, you impair the monster enough to give your allies a chance at bringing it down. Even if you miss, one of your friends sends up a missile to follow your first effort.

Stir the Hornet's Nest — Warlord Attack 25

You make a vicious strike against your foe, wounding it badly and making it an easy target for your allies' ranged attacks.

Daily ✦ Martial, Weapon
Standard Action **Ranged** weapon
Requirement: You must make this attack with a heavy thrown weapon.
Target: One creature
Attack: Strength vs. AC
Hit: 6[W] + Strength modifier damage. Until the end of the encounter, each of your allies gains a power bonus to the damage rolls of ranged attacks against the target. The bonus equals your Intelligence modifier.
Miss: One of your allies can make a ranged basic attack against the target as a free action, with a power bonus to the damage roll equal to your Intelligence modifier.

White Raven's Call

You and your teammates have fought enough battles together that you are almost of one mind and one will. When you throw yourself at your enemy, you and your allies find it within yourselves to overcome any effects that hold you back.

White Raven's Call — Warlord Attack 25

You release a deluge of brutal attacks upon your foe while calling out to your allies to stand their ground and shake off their weariness.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 6[W] + Strength modifier damage, and you and each ally within 10 squares of you can make a saving throw against one effect that a save can end.
Miss: Each of your allies within 10 squares of you can make a saving throw against one effect that the target caused and that a save can end.

Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

As you advance toward your ultimate destiny, your combat maneuvers and tactics continue to improve.

Benefit: You can gain a new warlord encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Chimera Battlestrike

Your enemies recognize the threat you pose when you issue commands and bolster your companions. You, however, are ready for them when they converge on you. Like the monster for which this exploit is named, you lash out in a flurry of attacks, driving back each enemy you strike.

Chimera Battlestrike — Warlord Attack 27

With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier damage, and you slide the target up to 2 squares.
Tactical Presence: The distance of the slide is up to 1 + your Intelligence modifier.

Devastating Charge

You see the path to victory and embark on it by charging into the thick of the battle. When you smash your weapon into your opponent, your allies feel drawn to follow you to glory. This is a great power to use at the start of a battle if you get in one of the earliest attacks, or later, when you need to close on a distant foe.

Devastating Charge — Warlord Attack 27

You rush forward and furiously assault your enemy, encouraging all who see your courage to do the same.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Effect: You charge and make the following attack in place of a melee basic attack.
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage. Until the end of your next turn, if any ally can see you when he or she charges, the ally gains a bonus to the damage roll of the charge attack. The bonus equals your Charisma modifier.

Incite Heroism

A rousing cry accompanies your successful attack, your words and actions uplifting your companions. The confidence you exude insulates your friends from harm.

Incite Heroism — Warlord Attack 27

You deliver a great blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and each ally you can see gains 20 temporary hit points.
Inspiring Presence: Each of the allies gains additional temporary hit points equal to your Charisma modifier.

Warlord's Doom

Your attack's fury is so intense that your enemy cannot recover from it in time to shake off some other condition affecting it. Since you're denying a saving throw with this attack, save it for a potentially deadly condition such as high ongoing damage, stunned, or dazed.

Warlord's Doom — **Warlord Attack 27**

You break your adversary's resolve with a ferocious strike.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and you can choose an effect on the target that a save can end. The target fails its next saving throw against that effect.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

You have reached the lofty heights of the epic tier. As you ready yourself to embark on your final quest, you learn an exploit unlike anything the world has ever before seen.

Benefit: You can gain a new warlord daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Defy Death

Your bond with your companions ensures that you watch out for their best interests. If an enemy strikes at a beleaguered ally, you are there to deliver a punishing strike that causes the foe either to miss or to draw back at the last moment.

Defy Death — **Warlord Attack 29**

You leap to your ally's side, sparing your comrade from the jaws of death.

Daily ✦ Healing, Martial, Weapon
Immediate Interrupt **Melee** weapon
Trigger: A creature attacks your ally.
Effect: You move up to twice your speed to a square where you can reach the triggering creature with your melee weapon. Your move doesn't provoke opportunity attacks. You then make the following attack.
Target: The triggering creature
Attack: Strength vs. AC
Hit: 7[W] + Strength modifier damage, and the target's attack misses the ally.
Miss: Half damage, and the target's attack deals only half damage if it hits the ally.
Effect: The ally can spend a healing surge immediately after the target's attack.

Stand Invincible

By this point in your career, you have faced off against myriad enemies, eked out victories against overwhelming odds, and have led your companions to glory, fame, and power beyond imagining. When your need is greatest, you can call upon these experiences to both destroy an enemy and to remind your allies of what you have accomplished and what you will accomplish in the days ahead,

Stand Invincible — **Warlord Attack 29**

You throw everything you have at your enemy, delivering a punishing blow to your foe and showing your allies that together you stand invincible.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 7[W] + Strength modifier damage.
Effect: Until the end of your next turn, you and each ally within 5 squares of you gain resist 5 to all damage and a +4 power bonus to all defenses.
Sustain Minor: The benefits persist until the end of your next turn.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

Warlord Paragon Paths

Warlord paragon paths help you further develop and distinguish your leadership style to better command the battlefield. You might take charge up front, draw from your experiences for give aid, or inspire your companions to greater heroics.

Battle Captain

Prerequisite: Warlord

You become the epitome of the combat leader in action, an inspiring battle captain who easily flows from issuing commands to engaging the enemy and back again as conditions on the battlefield warrant. As a leader who fights as well as he leads, you have earned the loyalty and respect of your allies, and together you have been forged into a cohesive combat team.

Level 11: Battle Action

Your excellence in battle offers encouragement to your friends. When you push beyond your normal limits, you inspire those who can see you to do the same.

Benefit: When you spend an action point to take an extra action, your allies gain a +1 bonus to attack rolls until the start of your next turn. To gain this bonus an ally has to see and hear you when you spend the action point.

Level 11: Force Retreat

Some leaders guide their companions from behind the front ranks. You are not one such. You leap into the fray to knock an enemy back and into its allies.

Benefit: You gain the *force retreat* power.

Force Retreat — **Battle Captain Attack 11**

You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble away from you.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Strength vs. Reflex
Hit: 1[W] damage, and you push the target a number of squares up to your Intelligence modifier. Make the secondary attack.

Secondary Attack
Secondary Target: Each enemy that was adjacent to the primary target before the push, is its size or smaller, and is within your melee reach
Attack: Strength vs. Fortitude
Hit: 2d6 + Strength modifier damage, and you can push the secondary target 1 square.

Level 11: Cry Havoc

A stirring shout urges your allies to take the offensive. Their opening attacks dictate how this battle will be fought.

Benefit: On the first round of combat (or both the first round and the surprise round if your allies act during the surprise round), any ally who starts his or her turn within 10 squares of you gains a +2 bonus to attack rolls.

Level 12: Bolt of Genius

You're always examining the battlefield, looking for openings and new opportunities. With this power, you spot such an opening and inspire your ally to take it.

Benefit: You gain the *bolt of genius* power.

Bolt of Genius — **Battle Captain Utility 12**

You share a moment of brilliant clarity with a close comrade.

Daily ✦ Martial
Standard Action **Ranged** 5
Target: One ally
Effect: The target regains the use of an encounter attack power that he or she has already used during this encounter.

Level 16: Battle Inspiration

Your encouraging words can fill your allies with renewed purpose. As their injuries fade, they spring back to the front lines, eager to join the fight.

Benefit: When you heal an ally with your *inspiring word*, the ally gains a +1 power bonus to attack rolls and speed until the end of your next turn. If you have the Tactical Presence class feature, the bonus equals your Intelligence modifier.

Level 20: Cunning Flurry

As enemies gather around you, their proximity works to their detriment. You launch an aggressive attack that scatters and drops your foes to all sides.

Benefit: You gain the *cunning flurry* power.

Cunning Flurry — **Battle Captain Attack 20**

You whirl around like a cyclone of steel terror, slashing at foes. With each landed blow, you knock your enemy prone or send it stumbling backward.

Daily ✦ Martial, Weapon
Standard Action **Close** burst 1
Target: Each enemy you can see in the burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you either push the target 1 square or knock it prone.
Miss: Half damage.

Combat Veteran

Prerequisite: Warlord

You are a veteran of many battles, and it shows. You have learned tricks and techniques that can be picked up only on the field of battle, and you have learned more than just how to survive—you have learned how to win. Moreover, your combat skills and innate leadership translate to those who fight beside you. You make those around you better, and your allies are happy to have you fighting at their side.

Level 11: Combat Veteran's Action

Your aggressive action draws enough attention that an ally can spring into motion, either to join the fray or to fall back and catch his or her breath.

Benefit: When you spend an action point to take an extra action, one of your allies within 10 squares of you can take a move action as a free action.

Level 11: Skirmish Ploy

From your battlefield experience, you have learned several tricks to outwit and undermine your opponents. *Skirmish ploy* lets you turn an enemy aside for a nearby ally to dispatch.

Benefit: You gain the *skirmish ploy* power.

Skirmish Ploy — **Combat Veteran Attack 11**

You score a glancing blow, which you turn into an opportunity to thrust your enemy out of position and into the path of a nearby ally.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, you slide the target up to 2 squares, and an ally within 2 squares of you can shift 1 square closer to the target as a free action.

Level 11: Tough as Nails

You're accustomed to fighting on the front lines. Injuries don't trouble you. You are rugged and ready to face off against any opponent.

Benefit: You gain an extra healing surge. In addition, whenever you spend a healing surge to regain hit points, add your Constitution modifier to the hit points you regain.

Level 12: Miss Me Once

An enemy's foiled attack draws your notice. Reading that target helps you pick out weaknesses and vulnerabilities invaluable to making your next attack.

Benefit: You gain the *miss me once* power.

Miss Me Once — **Combat Veteran Utility 12**

You dodge an enemy's attack, then look at him as though he were already dead.

Encounter ✦ Martial
Immediate Interrupt **Ranged** 10
Trigger: An enemy within 10 squares of you that you can see misses you with an attack.
Effect: The enemy grants combat advantage until the start of its next turn.

Level 16: Battle Healer

Allies under your ministration not only overcome their injuries, they can shake off harmful effects.

Benefit: When you use your *inspiring word*, the target can also make a saving throw.

Level 20: Superior Tactics

If your time on the battlefield has taught you anything, it was to always adapt to the circumstances. You learn to adjust your plans on the fly, striking quickly and recruiting another ally to realize the benefit of your tactical genius.

Benefit: You gain the *superior tactics* power.

Superior Tactics — **Combat Veteran Attack 20**

Your experience on the battlefield allows you to deal terrible wounds to your enemy and also brings out the best in your allies.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you grant an action point to an ally within 10 squares of you who has not spent an action point during this encounter. The action point disappears if it's not used by the end of the encounter.
Miss: One ally within 10 squares of you can make a basic attack as a free action.

Knight Commander

Prerequisite: Warlord, proficiency with heavy armor

Your path as a warlord has led you to assume the status of a knight commander, an armored epitome of leadership and combat who has no fear of leading from the front—and who has the requisite skills and abilities to handle that responsibility. You inspire by example, you press every offensive, and you rally your allies with powerful attacks and stirring tactics.

Level 11: Honor and Glory

You stand at your allies' core, a shining example of excellence and battle prowess. Those who fight at your side strike with greater accuracy.

Benefit: Allies gain a +2 power bonus to attack rolls while adjacent to you.

Level 11: Knight Commander's Action

You have no trouble fighting up front, taking charge of the battle's development. When you push yourself, you draw the enemy's attention from your allies to yourself, thus granting some protection to those who fight for your cause.

Benefit: When you spend an action point to take an extra action, your allies gain a +1 bonus to all defenses until the start of your next turn. To gain this bonus, an ally has to see and hear you when you spend the action point.

Level 11: Slash and Press

This power is best used when enemies close in from all sides. Whether or not your powerful strike hits, your nearby foes fall back to escape your fury.

Benefit: You gain the *slash and press* power.

Slash and Press — Knight Commander Attack 11

You slash your enemy across the midsection and push it back. You then turn with a snarl and beat back all other nearby foes.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: After making the attack, you can push each enemy adjacent to you 1 square.

Level 12: Break Their Nerve

Protecting the innocent is your foremost concern. If the enemy troubles a nearby ally, you can grab that foe's attention and give your companion a reprieve.

Benefit: You gain the *break their nerve* power.

Break Their Nerve — Knight Commander Utility 12

You make your enemy second-guess its decision to face you and your comrades in battle.

Encounter ✦ Martial
Minor Action **Melee** 1
Target: One enemy
Effect: The target is marked until the end of your next turn.

Level 16: Press of Arms

Your battlefield presence and sense of command ensures that no opportunity is wasted. You guide your allies' attacks to deliver punishing damage.

Benefit: When you or an ally within 3 squares of you makes an opportunity attack, that attacker gains a bonus to the damage roll. The bonus equals your Charisma modifier.

Level 20: Control the Field

A risky power, but a valiant one, *control the field* establishes you as the most dangerous threat on the battlefield. Enemies that turn to face you find their resolve withering before your overwhelming countenance.

Benefit: You gain the *control the field* power.

Control the Field — Knight Commander Attack 20

You dominate the field of battle so strongly that enemies find your mere presence overwhelming.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Each enemy within 5 squares of you is marked until the end of your next turn, and each takes ongoing 10 damage (save ends). While adjacent to you, an enemy takes a penalty to saving throws against this ongoing damage. The penalty equals your Charisma modifier.

Sword Marshal

Prerequisite: Warlord, proficiency with a heavy blade

You have extensively studied the use of light blades and heavy blades, and your weapon of choice has become a symbol of your power and leadership. You never enter a battle without your blade in hand, and your allies know to look for that gleaming weapon when they need help or inspiration.

Level 11: Blade Flurry

You demonstrate your mastery of the heavy blade with a series of swift strikes as you dance through the enemy's ranks.

Benefit: You gain the *blade flurry* power.

Blade Flurry — **Sword Marshal Attack 11**

You slash a foe, swoop to one side, and swing your blade against the same foe or another enemy within your reach.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a heavy blade.
Primary Target: One creature
Primary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can shift 1 square. Make the secondary attack.

Secondary Attack
Secondary Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

Level 11: Disciplined Blade

A missed opportunity only firms your resolve to connect with your next attack. A foe might escape one strike, but it won't avoid the next.

Benefit: When you miss an enemy with a melee attack using a heavy blade, you gain a +2 bonus to your next attack roll with that weapon against the same enemy.

Level 11: Sword Marshal's Action

Rather than wait for the right time, you create opportunities to use your exploits. You have to work a little harder to regain an expended maneuver, but the effort is worth it.

Benefit: You can spend an action point to regain one warlord encounter attack power that you have already used during this encounter, instead of taking an extra action.

Level 12: Sword Marshal's Boon

The aid you would grant an ally also helps yourself. You take heart from assisting your companions, knowing that only together will you win the day.

Benefit: You gain the *sword marshal's boon* power.

Sword Marshal's Boon — **Sword Marshal Utility 12**

Warlord, help thyself!

Daily ✦ Martial
Free Action **Personal**
Trigger: You use a warlord utility power that can target you or an ally.
Effect: The power targets both you and the ally.

Level 16: Skewer the Weak

Your perfect attack is a prelude to your enemy's defeat. As the foe recoils from your strike, it is unable to protect itself well against incoming attacks.

Benefit: When you score a critical hit against an enemy with a heavy blade, you and your allies gain combat advantage against that enemy until the end of your next turn.

Level 20: Diamond Blade of Victory

You and your allies are a fighting unit. You each contribute unique strengths to the group and compensate for others' shortcomings. Leading the way, you assail your enemy, gaining greater effectiveness on your attack for each ally nearby.

Benefit: You gain the *diamond blade of victory* power.

Diamond Blade of Victory **Sword Marshal Attack 20**

The presence of stalwart allies adds to the fury of your strike, which slices through the armored shell of your enemy and cuts deep into bone.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a heavy blade.
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. For each ally within 2 squares of you, the target takes 1[W] extra damage (maximum 4[W] extra damage).
Miss: Half damage.

Addendum:

Updates in Brief

Warlord Class Updates

(*Player's Handbook/Class Compendium*)

Inspiring Presence feature: Clarifies that allies can receive this benefit from only one warlord at a time.

Tactical Presence feature: Clarifies that the bonus to hit is to only the first attack roll of the action point attack, and that allies can receive this benefit from only one warlord at a time.

Commander's Strike power: Combined Attack and Hit lines into an Effect.

Leaf on the Wind power: The position swap in the Hit line now requires a free action.

Steel Monsoon power: The ally's shift in the Hit line now requires a free action.

Turning Point power: Miss line updated to reflect range limitation of Hit line.

Surround Foe power: Ally slide in Effect line can be up to 5 squares.

Warlord's Rush power: The movement granted by the Hit and Miss lines now requires a free action.

Own the Battlefield power: Range changed to close burst 5. Enemies cannot be slid into hindering terrain.

Rabbits and Wolves power: The allies' shift granted in the Hit line now requires a free action.

Stir the Hornet's Nest power: This power now targets AC, no longer grants a bonus to attack rolls, and now grants a power bonus to damage rolls. On a miss, the power now grants one ally a ranged basic attack.

Devastating Charge power: This power now grants a bonus to charge attacks, not just melee basic attacks made as part of a charge. Allies must be able to see you when they charge.

Warlord's Doom power: Clarified that choice occurs at the time of this power's use.

Defy Death power: Effect line's use of an immediate reaction removed. The ally now spends the healing surge immediately after the target's attack.

Warlord Paragon Path Updates

(*Player's Handbook/Class Compendium*)

Battle Captain

Bolt of Genius power: Now recharges encounter attack powers.

Combat Veteran

No changes

Knight Commander

Honor and Glory feature: Now a power bonus.

Control the Field power: Effect now gives marked enemies ongoing 10 damage (save ends), and adjacent enemies take a penalty to saving throws against this damage equal to your Charisma modifier.

Sword Marshal

Disciplined Blade feature: Requires that you use the same weapon for both attacks.

Sword Marshal's Action feature: Now recharges a warlord encounter attack power.

Sword Marshal's Boon power: Now triggers off the use of a warlord utility power that targets you or an ally.

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Little Wars

Dragon Editorial

by Steve Winter

If you've looked at this month's table of contents, you already know some exciting news—this month sees the first installment of *Class Compendium* material. The classes that we'll cover, in the order of their presentation, will be:

- Warlord (March)
- Fighter (April)
- Cleric (May)
- Rogue (June), and
- Wizard (July)

The articles will provide revisions and updates for the versions of these classes that were originally presented in the 4th Edition *Player's Handbook*. This is where you'll see the most current updates to many powers, features, and feats for these five classes. The multiclass feats are coming, too, but we haven't quite decided which month they'll appear in. We do know that it will be sooner rather than later, but the exact timing isn't set. Mike Mearls will have more to say on this subject in one of his columns.

Next week, I'm heading off to central Pennsylvania to meet a few friends and spend the weekend at Cold Wars, an annual wargaming convention. This is miniatures wargaming, or what some might call old-school wargaming, though there's nothing especially old-school about it from my point of view.

It's pertinent because this type of wargaming had a major role in the origins of the **Dungeons & Dragons** game. The earliest, proto-RPGs were played with minatures rules such as *Chainmail*. Before anyone had even thought of D&D, Gary Gygax and his friends were publishing wargame rules, first as Guidon Games and then as Tactical Studies Rules, both of which predated TSR, Inc.

Wargaming is a terrific companion hobby for D&D players. First, you get to push around toy soldiers on beautiful model terrain like Phil Viverito's eye-popping battle of Alesia (shown in the photo above, from last year's convention). Second, you'll learn some interesting facts about battles from different historical periods ranging from ancient Egypt to the present-day Middle East. Watching the History Channel is a great way to kill an afternoon, but watching your Livonian knights get chopped to pieces by Samogitians along the shore of Lake Durbe is something else entirely.

Roleplayers owe it to themselves to try as many different types of games as they can, and miniatures wargames make a great choice. That's doubly true if you expect to ever get involved in a D&D adventure that revolves around war and large-scale battles.

You don't need to spend hundreds of dollars buying miniatures and hundreds of hours painting them to try it. Like D&D, wargaming is a group activity, and wargamers tend to aggregate in clubs. Check your local hobby store or online forums for a group or a convention in your area. Most are very welcoming to potential new members.

Dungeon # 397 | D&D Alumni Archive | 3/4/2011 New!

D&D on the Small Screen

D&D Alumni
Bart Carroll

Never mind that the players never made their own dice rolls, or that their adventure, The Caverns of Draconis, doesn't actually exist. NBC's recent episode of *Community* has been one of our favorite portrayals of the game ever, with Abed playing the role of the committed Dungeon Master for the Greendale Community College study group.

In our interview with writer Andrew Guest, you find out that *Community* definitely knows its D&D. It was series creator Dan Harmon who forever made famous the line, "I cast *magic missile* at the darkness," after all! They definitely celebrated the game (albeit with one staff member having to explain the game as an amateur).

With the episode still fresh in mind, we wanted to take a look back at D&D's other appearances on the small screen -- ranked in completely subjective order.

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1. *Freaks and Geeks*: Discos and Dragons (Season 1, Episode 18)

Judd Apatow's tragically short-lived show (it never survived past the first season) centered around high school days in the 80s, with a stellar cast that included Seth Rogen, Jason Segel, and James Franco. For most gamers, the favorite episode would have to be "Discos and Dragons," in which Franco's character joins a session of D&D and gives rise to Carlos the Dwarf (and gives a boost to the "geeks").

- **Why we love it:** For a lot of fans, Franco's portrayal of the cool kid at the table came across as a truly genuine gamer moment -- and a great one, at that. For me personally, I happen to identify quite a lot with Sam Weir at that age. That looked just like my gaming group . . . minus James Franco.

- **How to watch it:** You can watch "Discos and Dragons" only on DVD -- it was the last episode of the show (see *The Sarah Connor Chronicles*) and never actually aired. The upside is that Apatow went on to produce some of the best comedy movies in recent years (*Anchorman*, *40 Year Old Virgin*, *Superbad*, et al). For just the clip of Carlos the Dwarf in action, head to YouTube.

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2. *The IT Crowd*: Jen the Frodo (Season 4, Episode 1)

If there's one DM to give Abed a run for his money on the small screen, it's surely Moss (played by Richard Ayoade, who also happens to be directing an upcoming episode of *Community*). At the start of the 4th season, Moss shows the visiting business partners the good time they've been demanding, and he gives Roy the closure he needs -- by sitting around the table down in the bowels of the IT department.

- **Why we love it:** There's more geek goodness crammed into that IT Department than the *Big Bang Theory*'s apartment (a group we're surprised hasn't been shown playing D&D yet . . . although they have broken out a faux game of **Magic: The Gathering** and what looks suspiciously like *Talisman*). The box set even comes with its own roleplaying game!

- **How to watch it:** The episode can now be streamed from Netflix. For any technical difficulties, we'd first ask: Have you tried turning it off and on again?

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3. *The Simpsons*: Homer Goes to College (Season 5, Episode 3)

In "Homer Goes to College," written by none other than Conan O'Brien, Homer enrolls at Springfield University to brush up on his nuclear physics (nucular . . . it's pronounced nucular). Although Homer mentions the game only in a single line, it was still a thrill to hear Homer spending his time at college pretty much the same way we did:

"We played Dungeons & Dragons for three hours! Then I was slain by an elf."

- **Why we love it:** Because it's Homer -- a vastly more respected figure than say, Martin Prince -- who declares himself in "Treehouse of Horrors VI" (the best episodes of the series), "the wondrous wizard of Latin! I am a dervish of declension and a conjurer of conjugation, with a million hit points and maximum charisma."

- **How to watch it:** You don't already have the DVDs? Then catch it on syndication.

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4. *Futurama*: Anthology of Interest I (Season 2, Episode 16)

Of course, there's *Bender's Game*, the direct-to-video movie that focused on D&D (in which Bender loses himself in the game in the spirit of Robbie Wheeling). But we're referring to the earlier episode, "Anthology of Interest I". Where else can you find Gary Gygax voicing his role as a member of Al Gore's Vice Presidential Action Rangers?

- **Why we love it:** The Action Rangers clearly win the prize for best D&D group (along with Uhura and Deep Blue) outside of Penny Arcade/PvP/Wil Wheaton.

- **How to watch it:** As with the *Simpsons* -- you probably already own the DVDs.

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5. *Dungeons & Dragons*: The Cartoon

We have to include this one for the sake of our nostalgic Saturday mornings. Uni the unicorn notwithstanding, nothing beat watching a group of kids become a party of characters within the "Realm of Dungeons & Dragons." Sure, we would have loved more actual trappings and monsters from the game itself (why did they go with bullywugs?) -- but when they did weave in the occasional purple worm or beholder, it more than satisfied.

- **Why we love it:** It brought our favorite game to our favorite viewing time: Saturday morning cartoons. Plus, who didn't want Hank's bow for his or her own character?

- **How to watch it:** The DVD set came out not too long ago, complete with game stats for the characters.

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6. *The Colbert Report*

Less for a single episode than for his references of Farineeth, his 21st-level lawful good paladin (and yes, we know that's redundant), we salute Stephen Colbert and his gaming enthusiasm. A written interview appeared on ign.com with more of Farineeth's career, but for us, we celebrate his on-air mentions surrounding the release of *D&D Online* and his green screen challenge. (Note: The spelling of the paladin's name is in question since, unlike another person with a player character you'll read about below, Stephen Colbert chose not to tattoo his character's name on himself so that we could fact check it. Or maybe he did and he hasn't yet shown it to us?)

- **Why we love it:** Stephen Colbert even took the opportunity to say a goodbye to Gary Gygax -- and that is truly awesome.
- **How to watch it:** View the clips on colbertnation.com.

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7. *Late Night with Conan O'Brien*: Vin Diesel Interview

Back in 2003, Vin Diesel sat down with Conan O'Brien to discuss his 24-year career rolling d20s. Yes, Vin Diesel the roleplayer not only mentioned his drow witch-hunter (double specialization), but revealed that he wore this character's name tattooed across his stomach in *xXx*. Just look for the one that says "Melkor" as you watch.

- **Why we love it:** The next year, Vin Diesel wrote the forward to *30 Years of Adventure, A Celebration of Dungeons & Dragons*.
- **How to watch it:** Look for the YouTube clip. Plus, here he is again on *Shootout*, talking about more of the same. And again, on Jimmy Kimmel. Folks -- you need snacks, it's as simple as that.

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8. *Warren the Ape*: Abstinence (Season 1, Episode 2)

For fans of *Greg the Bunny*, it should come as no surprise that Warren DeMontague has had trouble adjusting to celebrity life . . . or really, to life in general. Despite his misgivings, Warren momentarily gets into a D&D game as White Helmet of the Simian Circle -- until the DM swiftly takes him out: "I don't train noobs." (The game store would reappear for an episode involving **Magic: The Gathering**'s Black Lotus.)

- **Why we love it:** Dan Milano, Warren's voice and creator, is no stranger to the game; not only did he star in our *Robot Chicken* podcasts, but the show's production notes reveal how the episode's props are from Dan's own collection.
- **How to watch it:** You can watch the clip on gtheb.com.

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9. *Terminator: The Sarah Connor Chronicles*: Born to Run (Season 2, Episode 22)

Oddly enough, the show ran an episode entitled "Dungeons & Dragons" back in its first season (which had nothing to do with the game). We had to wait until the end of the series for John Henry (the sentient computer occupying a Terminator) to roll a d20 and crit an umber hulk with his *vorpal longsword*.

- **Why we love it:** As it turns out, John Henry could roll 20s at will -- a skill not even displayed by Arnold Schwarzenegger's or Summer Glau's (whom we've followed since *Firefly*) Terminators.
- **How to watch it:** Sadly, just like *Freaks and Geeks*, this looked to be the last episode of the suddenly cancelled series. You can still stream the episode off Netflix, though.

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10. *Dexter's Laboratory*: D&D: D&DD (Season 2, Episode 3)

"So you're walking through the forest . . . and you're walking . . . and you're walking along . . ." Although Dexter's sister Dee Dee might not have made the best Dungeon Master, she was still arguably better than Dexter -- and her adventure did feature both a dungeon (well, a forest dungeon) and dragons, not to mention a *vorpal sword* that goes snicker snack (working in two references at once).

- **Why we love it:** It's a brilliant cartoon, and we're a sucker for vorpal sword references.

- **How to watch it:** Although the Cartoon Network no longer airs the show, they still host a clip (look for Clips/The Many Faces of Dexter/Dungeons & Dexter) with a writing credit for the episode going to *Family Guy*'s Seth MacFarlane.

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11. *Family Guy*: Sibling Rivalry (Season 4, Episode 22)

Warning, it's a fairly NSFW off-color joke (then again, just about everything in *Family Guy* is fairly off-color and borderline offensive). But we still love the idea of their discussing whether a paladin can use a helm of disintegration . . . in the middle of Peter and Louis's "roleplaying" night.

- **Why we love it:** Homer trumps Peter, in our book . . . but just barely.
- **How to watch it:** You can catch the clip on Adult Swim's website (warning: NSFW).

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12. *The Sarah Silverman Program*: Bored of the Rings (Season 2, Episode 1)

We'll forgive the players for wearing wizard hats around the table and chalk it up to the writers taking creative liberties. But it should come as no surprise to see cast member Brian Posehn as a gamer (wearing the same "You're Not the DM of Me" shirt hanging in my own closet) -- in interviews, he has even mentioned his ongoing real life campaign.

- **Why we love it:** Although Brian's home games have probably never culminated in a real pitched battle, this one did, and in epic style. Brian also stars in an upcoming film, *Lloyd the Conqueror* -- as a LARPer.
- **How to Watch It:** You can stream the episode from Netflix.

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13. *The Venture Brothers*: Past Tense (Season 1, Episode 11)

In this cartoon, another D&D group from college days features Baron Underbheit, Dr. Venture, and Pete White as players. Appropriately enough, the game ends when Brock Samson steps on a die and goes berserk (in true Brock Samson style).

- **Why we love it:** Of all the cartoons on the list, this is our favorite. It has our favorite role for Patrick Warburton since David Puddy (although Steve Winter here prefers the underrated *Emperor's New Groove*).
- **How to watch it:** As with many things on this list, you really should already have these DVDs.

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14. *That 70s Show*: Radio Daze (Season 3, Episode 14)

What more can we say? It's Booger (Curtis Armstrong), Howard Hesseman, and Alice Cooper sitting around the table, facing a "dragon of fear." They could use their *rod of cancellation*, but it's chancy. Good stuff (gratuitous lack of girls joke aside).

- **Why we love it:** Alice Cooper. Playing D&D.
- **How to watch it:** The shows are on DVD and streaming off Netflix. For the clip, head to YouTube.

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15. *E.T.: The Extra-Terrestrial*

OK, you caught us. We're totally cheating on this one. We could have gone with any number of the game's other references (Liz Lemon designing a dungeon on *30 Rock*, an ant described as neither good nor evil but "unaligned" in *Adventure Time*, the *X-Files* episode "Jose Chung's From Outer Space," *Buffy the Vampire Slayer*, or heck, even with Gen Con Indy on the Showcase Showdown a few weeks ago). Since this article is about D&D's appearance on the small screen, let's pretend this movie counts if you're watching it at home on DVD.

- **Why we love it:** Although they never mention **Dungeons & Dragons** by name, we all know what they're playing around the kitchen table. This is probably the single most remembered reference to the game from the 80s (even more so than the entire **Dungeons & Dragons** cartoon series, which aired a year later). For a lot of us, this is also the best remembered reference for the game, ever.

- **How to watch it:** DVD. Or, to see the clip, check YouTube.

What Have We Missed?

Are there small screen references of the game we missed? Let us know!

Bart Carroll

Bart Carroll is neither the result of genetic experimentation by some insane wizard, nor a nightmarish creature loathsome beyond description (though he has been called both); a medium natural humanoid, he joined Wizards of the Coast in the spring of 2004. Originally producing their licensed property websites (including *Star Wars* and G.I. Joe), he transitioned to the D&D website, where he's remained part of the D&D Insider Team. In this role, he generates website content in support of the 4th Edition line of products, the online magazines, and the gamer lifestyle—of which he is an extremely proud adherent.

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It Was a Dark and Stormy Campaign ...

Ampersand

By Bill Slavicsek

In these waning days of winter, the promise of the coming of spring and a return of warmth and sunshine seems unrelentingly far away. In the here and now, it's dark and stormy outside. Rain drums against the window sill, and a chill wind finds its way inside. The shadows are deep, and the imagination turns to those pockets of gloom and mystery. At least, mine does. And it certainly puts me in the mood for our upcoming foray into all things Shadowfell. Let me give you a tour. And don't worry about a light. It probably won't do much good where we're going anyway.

Casting Shadows

The Shadowfell is a dark reflection of the natural world and the source of Shadow magic. Undead overrun the plane of Shadow, along with darker, deadlier creatures. Step into the corner here, where the shadows are deepest, and you suddenly find yourself in a place much like the one you just left. The differences are subtle, but you begin to notice them shortly after you arrive. Where light should exist, there is only shadow, and a dark pall of melancholy covers the land. Things move in the darkness around you, flitting from view before you can get a good look at them. But they never totally disappear. They seem drawn to your warmth, the tiny spark of light that glows within you. They circle like moths around a flame—or, more aptly, like sharks around a swimmer.

Let's keep moving. In a place like this, that's always the best course of action ...

Heroes of Shadow

Our first stop along the way brings us to next month's release of *Player's Option: Heroes of Shadow*. This **Dungeons & Dragons** Roleplaying Game player's resource provides options for all character classes and races who want to add a touch of Shadow to their game. With new schools of magic, new cleric domains, new racial options, and new Shadow feats, there's a lot for existing characters to make use of. If you're ready to start a new character, we have four new class options (including a new assassin build, a new paladin build, a new warlock build, and the vampire class) and three new races. Check out the previews we've been posting.

All of this is just in time for the next **Dungeons & Dragons** Encounters season—"Dark Legacy of Evard." Create a character to play in this Encounters season using *Player's Option: Heroes of Shadow* and you'll be ready for whatever slithers out of the oppressive darkness—as well as whatever drags you in!

Dark Legacy of Evard

It's not too late to get in on the action of the current **Dungeons & Dragons** Encounters season, "March of the Phantom Brigade." The mysteries of the Ghost Tower continue to plague adventurers, and there's plenty of action and adventure still to come before the grand conclusion of the season.

Then, on May 11, create a character using *Player's Option: Heroes of Shadow* and get ready for an even wilder ride. "Dark Legacy of Evard" is our next stop on this tour of all things Shadow. This Encounters season will change the way you imagine things that go bump in the dark. You'll never look at deepening shadows the same way again.

"Dark Legacy of Evard" brings the legendary wizard and master of Shadow magic out of the game's past and firmly establishes his heritage for the current age. Someone disturbs the tomb of the creator of shadow spells such as *Evard's black tentacles*, and suddenly an entire town begins to slide out of the natural world and into the Shadowfell. Can you unravel the mystery and fend off the dangers of Shadow before it's too late? This is a D&D

Encounters season that you won't want to miss!

The Shadowfell: Gloomwrought and Beyond

Now we're almost to the end of our tour of Shadow, but we still have one more place to visit before we can return to the world of light and hope. The Shadowfell: Gloomwrought and Beyond is a boxed set releasing in May that provides Dungeon Masters with everything they need to set adventures in the Plane of Shadow. It features a 128-page Campaign Guide that details the city of Gloomwrought and other locations within the Shadowfell, a 32-page book of encounters, a double-sided poster map detailing Gloomwrought as well as encounter locations, two sheets of monster and character tokens, and the Despair Deck—a deck of cards designed to translate the effects of the Shadowfell into game mechanics. The cards work great in any D&D campaign that wants to add a touch of gloom and doom to a specific series of adventures. Here are a few examples:

MADNESS
HAUNTED
"Can you hear that voice? That whisper? The voice is telling me to avenge it."
You take a –4 penalty to all defenses against charm or fear powers until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.
Key Skill: Arcana. If you are trained in Arcana, you gain a +2 bonus to the roll to overcome this despair effect.
Boon: After you overcome this despair effect, you ignore charm or fear effects until the end of your next extended rest.
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APATHY
LETHARGIC
"I'm just going to sit down and take a breather. Don't mind me."
You take a –2 penalty to Fortitude until you overcome this despair effect.
Key Skill: Endurance. If you are trained in Endurance, you gain a +2 bonus to the roll to overcome this despair effect.
Boon: After you overcome this despair effect, you gain a +2 bonus to Fortitude until the end of your next extended rest.
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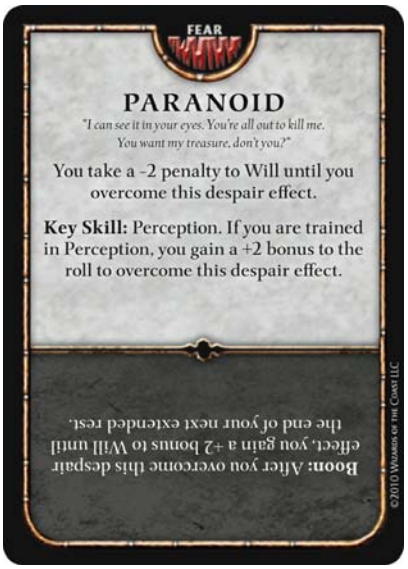
FEAR
PARANOID
"I can see it in your eyes. You're all out to kill me. You want my treasure, don't you?"
You take a –2 penalty to Will until you overcome this despair effect.
Key Skill: Perception. If you are trained in Perception, you gain a +2 bonus to the roll to overcome this despair effect.
Boon: After you overcome this despair effect, you gain a +2 bonus to Will until the end of your next extended rest.
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This boxed set provides a great way to bring the excitement of the "Dark Legacy of Evard" Encounters season home so that you can create and play other adventures in the Plane of Shadow. Check out this excerpt from the Campaign Guide!

Thyrin Gol

"A bleak network of caves cuts into the gray mountain pass, the sounds of ringing steel and angry shouts rising from below. Two grim shadar-kai warriors clenching spiked chains stand guard over the cave entrance, like specters of death in their bone-carved armor."

—*A Codex of the Planes* by Corwin Aterly

The shadar-kai came to the Shadowfell before any of the other civilized races that dwell there, and they long ago became one with the place. Many choose to dwell inside the walls of Gloomwrought, but others continue to live as all shadar-kai did when they first arrived. These shadar-kai are organized into war tribes that compete fiercely for meager resources and take refuge inside heavily defended enclaves.

Thyrin Gol is one such enclave, a network of mountain caves that can hold out against an invading force ten times greater than the number of its residents. Two hundred or so shadar-kai dwell here, along with another hundred slaves. Thyrin Gol has never faced a full-scale invasion, but it continually fends off roving bands of nightwalkers and other undead, as well as the concerted efforts of rival shadar-kai looking for supplies and slaves.

History of Thyrin Gol

The Thyrin tribe has survived because the Gol Mountains are uniquely suited to its needs. Not only are the caves defensible, they connect to natural springs that provide more than enough water to support the inhabitants. Over the last few decades, the shadarkai have begun to raise livestock in the caverns and cultivate edible fungi. If necessary, the enclave could withstand a siege for several years.

Because they need constant action to keep from fading into nothingness, shadar-kai often fight among themselves and thus grow naturally paranoid. Those of the Thyrin tribe are no exception, and it is a tribute to the strength of their leader, Yxir, that they didn't destroy themselves long ago. Each shadar-kai must take care to elude the tricks and traps set by his or her fellows, and no two in the enclave fully trust one another. However, the caverns beneath the enclave lead to the Shadowdark, whose horrific underground dwellers are a constant threat. Battles against Shadowdark monsters help to keep the shadar-kai from succumbing to shadow, and growing external threats have united them against common enemies, thus keeping the tribe's infighting to a minimum.

A few years ago, a band of Doomguard (a planar faction of anarchists devoted to destroying tightly ordered societies) seeking one of the pieces of the *Rod of Seven Parts* wandered through the wrong portal and ended up in Thyrin Gol. After a long conflict, the shadar-kai and the nihilists settled into an uneasy peace based on mutual respect and the need to cooperate against an even greater threat: a seemingly endless undead horde.

Thyrin Gol Today

Thyrin Gol exists in a state of perpetual tension. Between the threats from above and below, the Doomguard in their midst, and their own natural inclination toward infighting, the shadar-kai of the Thyrin tribe remain constantly on guard. Winning the trust of these shadow warriors is no easy task, nor is keeping it.

The tribe survives on cultivation, mining, and trade. Slaves—mostly shadowborn humans, dwarves, and elves—farm the luminescent fungi that grow in the caves and raise animals to feed the tribe. Also relegated to slaves are such tedious assignments as construction and repair, extracting ore, and low-security guard duty. Occasionally, shadar-kai of the tribe must perform these tasks as punishment. Such monotonous activities invite the shadow that is part of every shadar-kai's life to grow.

By contrast, the shadar-kai's day-to-day activities are extremely violent. They use warfare to stimulate their senses and stave off apathy. Cadres of shadar-kai waylay travelers and raid caravans that pass into their territory, mount offensives against rival shadar-kai enclaves, and defend themselves against the horrors that dwell below. The adventurers might run into one of these groups in “Shadar-Kai Death Dealers," on page 22 of the *Encounter Book*.

Recently, the attacks from the Shadowdark have increased in scope, and for this reason the shadar-kai negotiated a treaty with the anarchists in their midst. In exchange for standing with the shadar-kai against the creatures of the Shadowdark, the Doomguard are free to remain as long as they wish in Thyrin Gol and share in the community's resources. This arrangement isn't a bad trade-off for the Doomguard; the alternative is to wander off into the Shadowfell with no supplies, allies, or directions—possibly with a vengeful tribe of shadar-kai in pursuit.

The twelve remaining Doomguard members cannot defeat the shadar-kai's superior numbers, so they bide their time until they see a chance to rebel against the founders of Thyrin Gol. Until then, they lend their steel and magic to aid the shadar-kai, silently learning the race's fighting skills as they fight beside their temporary allies.

Deathsteel

Thyrin Gol is set in the Gol range of gray-black mountains, forbidding to outsiders but rich in deposits of death ore, a blackened form of iron. This metal is the key to producing deathsteel, which is used to craft weapons and armor used in battle against undead and other creatures of shadow. Traders out of Gloomwrought make the long journey into the Gol Mountains to acquire this mineral from the Thyrin tribe at considerable cost. Shadar-kai raiders often ambush approaching caravans and steal their supplies.

Deathsteel Weapon Level 2+ Common

This weapon was forged from death ore mined from the Gol Mountains in the Shadowfell. It allows the wielder to cut through an enemy's necromantic resistances.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus of the enhancement bonus
Property: When you deal damage with a weapon attack using this weapon, the damage ignores necrotic resistance.

Deathsteel Armor Level 2+ Common

Crafted from death ore drawn from the Gol Mountains in the Shadowfell, this armor protects the wearer from the necromantic energy that suffuses that plane.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Chainmail, scale, or plate
Enhancement: AC
Property: You gain resist 5 necrotic and a +2 item bonus to saving throws against effects that include ongoing necrotic damage.
Level 12 or 17: Resist 10 necrotic.
Level 22 or 27: Resist 15 necrotic.

And so, our tour of the dark places of the world and the reflection of the world comes to an end. We step out of the shadows and back into the gloom of another rainy day. Spring is just around the corner, but the darkness is never very far away. I encourage you to seek out the Shadowfell experiences we visited today, because sometimes D&D needs a little darkness to spice things up. I know I'm going to use some of this stuff on my Thursday night gaming group. And I'm sure one or more of my players is going to pull something special out of the *Player's Option* book. They always do.

Until next time, keep playing!

In Case You Don't Know Him

Bill Slavicsek's gaming life was forever changed when he discovered **Dungeons & Dragons** in 1976. He became a gaming professional in 1986 when he was hired by West End Games as an editor. He quickly added developer, designer, and creative manager to his resume, and his work helped shape the *Paranoia*, *Ghostbusters*, *Star Wars*, and *Torg* roleplaying games. He even found some time during that period to do freelance work for D&D 1st Edition. In 1993, Bill joined the staff of TSR, Inc. as a designer/editor. He worked on a bunch of 2nd Edition material, including products for Core D&D, *Dark Sun*, *Ravenloft*, and *Planescape*. In 1997, he was part of the TSR crowd that moved to Seattle to join Wizards of the Coast, and in that year he was promoted to R&D Director for D&D. In that position, Bill oversaw the creation of both the 3rd Edition and 4th Edition of the D&D Roleplaying Game. He was one of the driving forces behind the *D&D Insider* project, and he continues to oversee and lead the creative strategy and effort for **Dungeons & Dragons**.

Bill's enormous list of credits includes *Alternity*, *d20 Star Wars*, *The Mark of Nerath* **Dungeons & Dragon** novel, *Eberron Campaign Setting*, the *D&D For Dummies* books, and his monthly *Ampersand (&)* column for *Dragon* online.

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